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ATOMIC! CAPCOM'S X-MEN ON SATURN

EXCLUSIVE! JVC BOXING REVIEWED

SUPER SKIDMARKS REVIEWED

X-MEN CHILDREN OF THE ATOM

MEGADRIVE



FIFA '96

SATURN



GUARDIAN HEROES

32X



X-MEN

MEGA-CD



WIRE HEAD

GAME GEAR



GARFIELD



Hole 15
Par 3
121 yds
17 mph
As KITE (+5) 2
Rough, 44 yds, 3 ft. below
67 yds
L Wedge
Hole 10
Par 4
358 yds
5 mph
As STADLER (E)
Tee, 318 yds, 3 ft. below
275 yds
1 Wood

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COVER STORY



MEAN MACHINES EXCLUSIVE

FEATURES

PREVIEWS



REGULARS

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bend the wheel of
se sy farmyard
nds When we say
ty', e mean it in the
urate sense of course.
as we'd actually
nt to you know...

DEFCON 5

Not a volleyball team of aurally-impaired detainees at her majesty's plaeasure. Oh no!



REVIEWS

MEGADRIVE

SATURN

GAME GEAR

32X

GUARDIAN HEROES

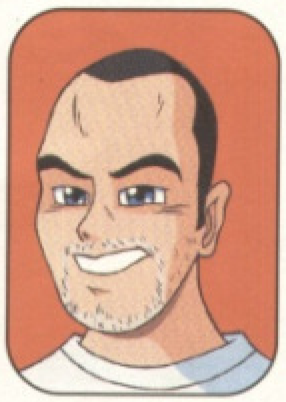




EDITORIAL

GOOD INFLUENCES...

From this month, you may have noticed a difference in MEAN MACHINES. Well we are, as promised, now an official magazine. That brings enormous benefits to you, as we're guaranteed to get all the Megadrive, 32X and Game Gear stuff first in the UK, and Saturn games before any of the unofficial press. I know it may concern you that MEAN MACHINES has gone official after being an outspoken voice for so long, but I can promise we won't lose our teeth. We have a funny sort official deal. We can still say whatever we like, and rate games as we see fit: and we saw fit to give games like Sega's own Robotika 48% this month. We will even be continuing to review import titles! You can't lose: Sega sponsored gifts and competitions; exclusive news and reviews and still the gutsiest review system in the business. We reckon we're onto a winner. Let us know what you think.



GUS

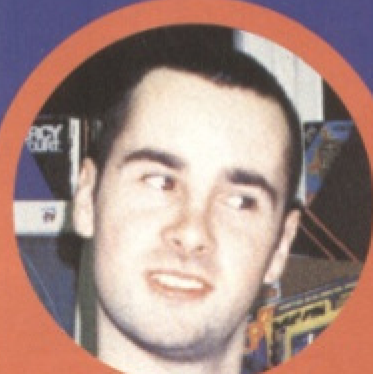
STEVEN KEYS – COME ON DOWN!

The ranks of MEAN MACHINES are swelled once more by the arrival of Steven (no amusing middle name) Keys. Steven was one of the applicants in our recent 'Search for a Staff Writer Competition' and was lucky enough to be the sender of the postcard that Claire picked out of the hat. She'd dropped most of the others on the way up the stairs so there weren't many to choose from anyway. Steven's hobbies include basketball, gaming and football. He has ambitions to one day to tread the hallowed ground of Goodison Park, but seeing as Everton don't need any programme sellers at the moment he decided to work for us instead. Welcome aboard – it's your round.



IT'S IN THE STARS...

We don't take our horoscopes very seriously here at MEAN MACHINES Towers, but maybe we'd all do well to sneak a peak into the crystal ball of fate...



GUS

Angus' star sign is Virgo, which apparently means this hot-headed Scotsman is in fact cold and authoritative. Angus's current depression stems from the recent alignment of the planets Saturn and Playstation. Hope springs forth from the audit constellation, which promises rich rewards indeed. "None of this applies to me anyway," snapped our irate editor, "because I wasn't born – I was hatched in hell." Is that somewhere near Glasgow?



CLAIRE

Miss Coulthard was unfortunate enough to pop out on Friday 13 September, making her a Virgo. This star sign is supposed to signify a number of things about her character, one of which is highly unlikely. All the others are pretty spot on though – reliability and a desire for perfection are important to her, although she's prone to tell the odd fib. "I'm a kind and beautiful and loving person!" Claire protests. There, that's another one.



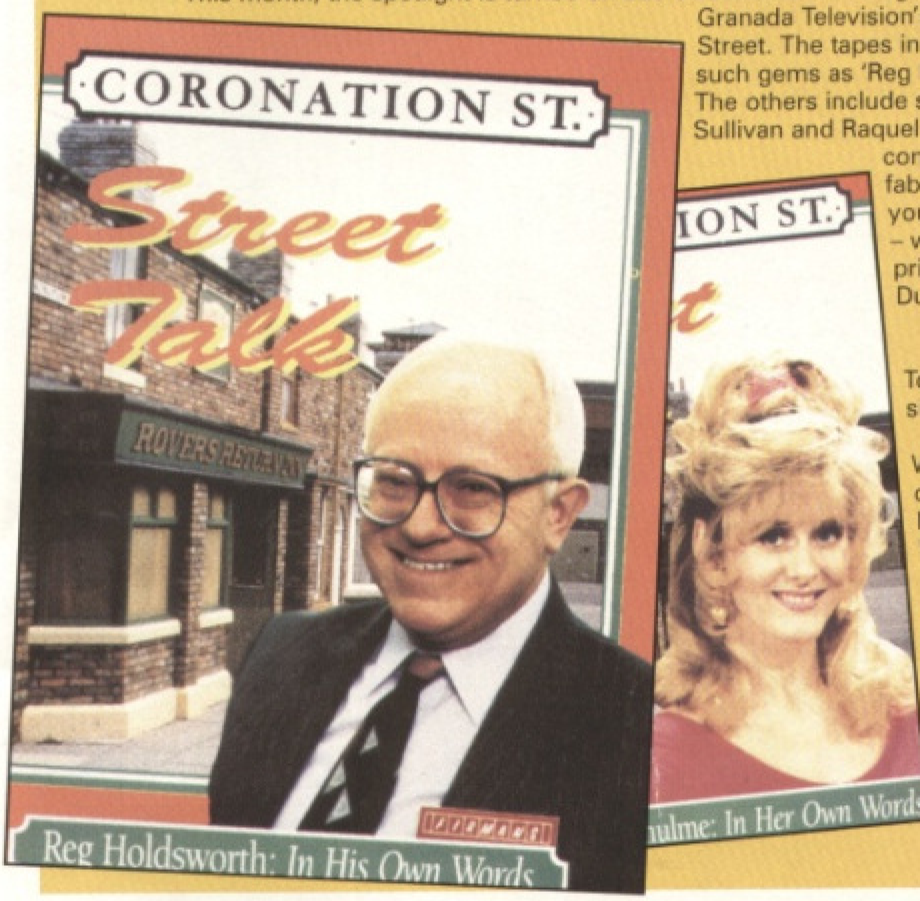
MARCUS

Marcus is a little unsure of his star sign, having been born on 21 June. "I'm on the cusp," he explains, "so I'm not certain if I'm Gemini or Cancer. However, most journalists are apparently Geminis, so I suppose that must be my sign." Hmmm. Anyway, the stars predict a future of cowering behind Gus while maintaining a facade of calm efficiency to the rest of the team. "Most journalists are two-faced as well," he confirms.

CRUSTY CORNER

One of the joys of manning the MEAN MACHINES telephones is receiving the desperate pleas of beleaguered PR representatives, desperately trying to foist the unfloggable. Well, fear not, all you out there in PR Land – Crusty Corner is our amnesty on the promotions that most magazines wouldn't touch with a barge pole. You can brag about your success to colleagues in the wine bar just by sending us your latest product. Simple, eh?

This month, the spotlight is turned on audio cassettes featuring all your favourite characters from Granada Television's super soap opera Coronation Street. The tapes in the 'Street Talk' range comprise such gems as 'Reg Holdsworth – In His Own Words'. The others include stories of the Duckworths, Rita Sullivan and Raquel Wolstenhulme. You can win a complete set by simply winning our fab competition. And don't worry if you're not lucky enough to come first – we've got five super runner-up prizes of super Jack and Vera Duckworth t-shirts!



To be in with a chance of winning, simply tell us...

Which Granada Television soap opera features the characters Reg Holdsworth and Raquel Wolstehulme?

Send your answer to us, marking your envelope or postcard CORO CRUSTIES, and keep your fingers crossed. Multiple entries welcome.

NEXT MONTH:Win a complete set of Zoop tea cosies.



LUCY

Lucy is a Libran, which means she's supposed to be a well-balanced person who weighs up the pros and cons of each side of an argument before she makes any judgement. "That's cobblers for a start," our tough-talking Geordie delicately grunts. The stars predict many surprises for Lucy, not least of which is an imminent visit to a Swiss finishing school, financed by a MEAN MACHINES whip round.



STEVE

Our new staff writer Steven Key is a Libran. He always used to check what his destiny held until the reliability of one newspaper horoscope was drawn into question when it promised him "a chance to shine in your chosen field." The chosen field the astrologer had in mind presumably wasn't a football pitch – the next day Steve's team was thrashed 3-0. Mr Key was unavailable for comment as we went to press.

GAG OF THE MONTH

This month, we doff a respectful cap in the direction of Monty Python's Flying Circus, that enduring foundation for all we know to be good and true about 'alternative' comedy.
MRS ENTITY:It took me six hours to bury the cat last night.
MRS CONCLUSION:Why's that then?
MRS ENTITY:Well, it wouldn't keep still.
NEXT MONTH: Morecambe & Wise



ICE MAIDENS

KNICKERBOCKER GLORY
Steve 'kipper' Merrett
TUTTI FRUTTI
Gus 'tee hee' Swan
LEMON SORBET
Claire 'lanzagrotty' Coulthard
MINT CHOC CHIP
Marcus 'tea chest' Hearn
NOBBLY BOBBLY
Lucy 'mingin' Hill
MINI MILK
Steven 'harmony' Key

FREELANCE CORNETS
Dave 'Hamley' Kelsall
Jason 'Dawn' French

AD OYSTER
Liza 'Lego' Merrett
PRODUCTION WAFER
Ian 'tricky' Thompson
PRODUCT MIVVI
Tina 'bag' Hicks

SPECIAL THANKS TO:Big thanks to Mark Maz, Eileen Peters at Carol Hayes Associates, Gary Harrod, Keith Mason at Harvard. David Leach and Warwick Grey at Marvel UK.

EDITORIAL FOLLY: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
DOG AND BONE: 0171 972 6700
ANDREX CHALLENGER:
0171 972 6701
PRINTED BY: COOPER CLEGG
COLOUR: SARAH-JANE 'House Doctor' LEAVEY
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK

COVER COURTESY:MARVEL UK

SUBSCIRPTION & BACK ISSUE ENQUIRIES
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBORO
LEICESTER
LE16 9ET
TEL: 01858 468888

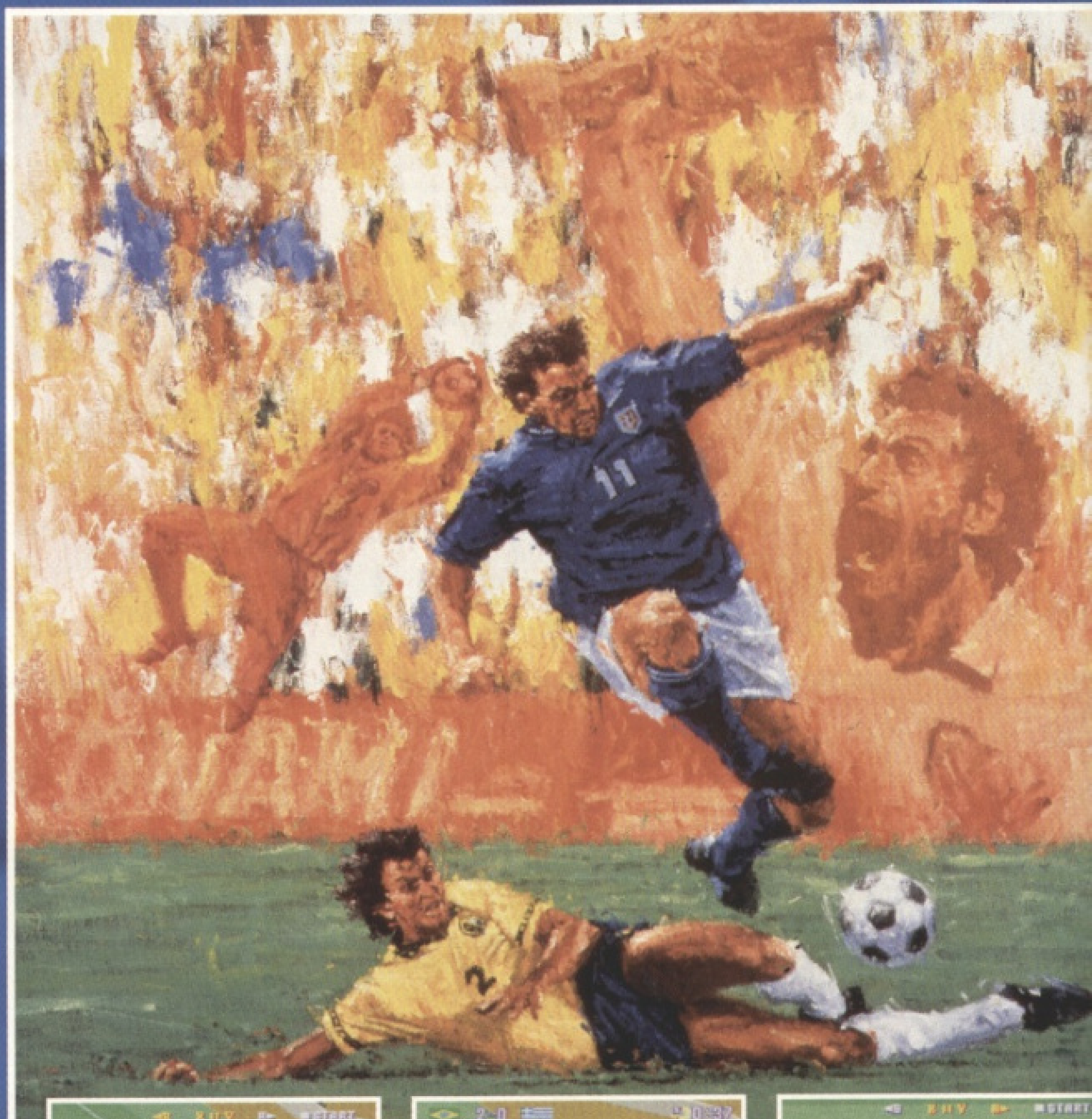
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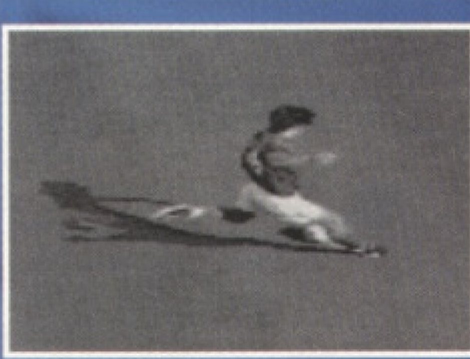
COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. Who wants money when you can have the Saturn prize anyhow.

This is the story of the sad, sad guy who comes to the office every night and rifles through the bin bags. Maybe one day, he thinks, they'll put a Saturn in the bin by mistake. In fact, we do large greasy poos and leave them as booby traps. And once Steve filled up a master system with powdered milk and he went for it. Tee hee.

NEWS

PITCHED BATTLE











NEW GAME BY
KONAMI
FORMAT
MEGADRIVE

The long-brewing news of a conversion of Konami's chart-topping International Superstar Soccer has finally been confirmed by the Japanese developers themselves. ISS was a massive hit on the SNES last year and came at just the right time, after a particularly tight year for Konami.

That may be the reason for the apparent U-turn, with Konami pulling out of Megadrive development altogether late last year. ISS may be their final fling with the machine. The game was a big hit for various reasons — fabulous side-viewed graphics featuring excellent animation, a sophisticated control system that allowed tactical play, and the addition of a live sampled commentary system. It's unclear if the latter will be in the Megadrive version, but the game should keep all the spirit of ISS, as these early screenshots show.

Although attacked for being slow by its critics, ISS has come out top with reviewers and gamers alike in the past. Konami are predicting March 1996 for the release date of the most-awaited footy game for years.

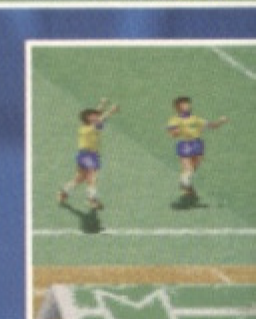


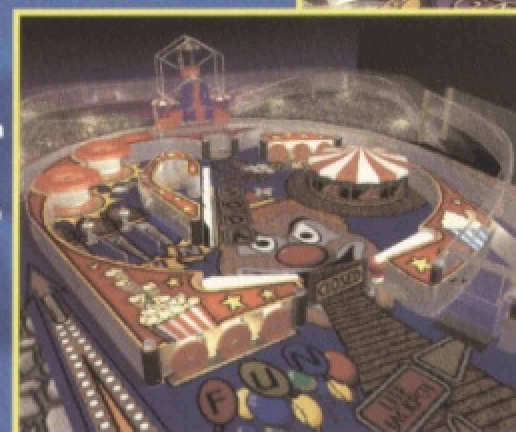
TABLE TALK



Pinball is set to get a severe kick up the jacksi with Tilt, a potential blockbuster from Virgin developed by the respected NMS team. Tilt abandons the traditional plan view scrolling of computer pinball for an ambitious virtual viewpoint that follows the ball dynamically. You can whizz round the massive tables, stretching to several screens, and zoom in on areas of detail automatically.

The tables themselves are crammed with the customary elements of a real table, and are allegedly so convincing that one may be converted into a real table to market the game. Tilt is being programmed concurrently for several formats, and the most ambitious estimate is a pre-Christmas Saturn release.





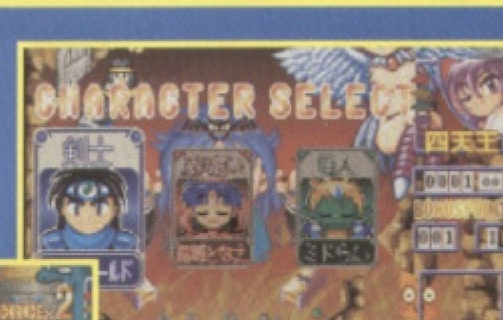
UK RELEASE BY
VIRGIN
FORMAT
SATURN

TABLE TALK 2

NEW GAME BY
TECNOSOFT
FORMAT
SATURN

Tecnosoft are producers of some of the best console pinball — Dragon's Fury on the Megadrive being a shining example. Now their first effort on Saturn, Fantastic Pinball, is available for perusal on import. It's both mightily traditional and very bizzare, with a scrolling composite table and various bonus table leading off. However, the graphics are quite over the top, with cute little angels and horrid little monsters spanning the heaven and hell visual layout of the table. Fun, if you like that sort of thing, but no official release date.





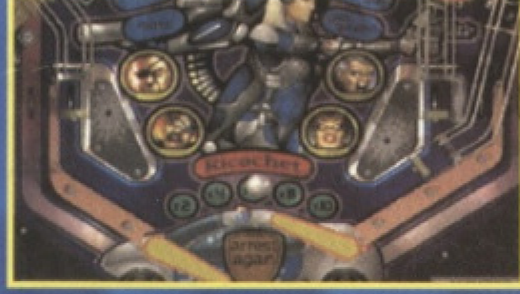




EXCLUSIVE NEWS

TABLE TALK 3

NEW GAME BY
OCEAN
FORMAT
SATURN





The Pinball frenzy that seems to be gripping the Saturn is established further with Ocean's True Pinball, programmed for them by Digital Dreams. The 'Dreams are Sweden's hottest export since Abba, doing for games what they did for pop music. They also have a passion for pinball, with previous Pinball Fantasties on the Amiga, PC, SNES and CD32 (ahem).

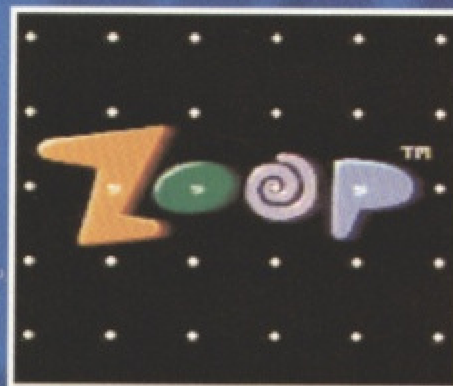
The Saturn version will feature the innovation of a raked table view, in addition to the straight plan view. Although in its early stages, the bulk of three of the four tables are in; with themes of 'Law and Order', 'Babewatch' (Chris Evans should like that one) and Extreme Sports. The tables are constructed with dozens of complex bonuses to notch up, and animated features like the roulette wheel in the 'casino' section of babewatch. And Ocean expect the whole affair to be ready and out for Christmas!



PUZZLING DEVELOPMENTS

NEW GAME BY VIACOM
FORMAT SATURN

Following on from the finished copy of Megadrive Zoop, reviewed this issue, Viacom have announced a Saturn development for some time next year. No more details, but we hope it updates some of the more 'basic' elements of the original.



MIND CONTROL

UPDATE BY SEGA
FORMAT SATURN

(B)You may have encountered some of the furore about Time Warner's Endorfun game — the puzzle game with its own (O) side-line in subconscious messages. (L) The Sunday Times got hold of the story, hysterically making it their front page leader. (L) Various pundits of the press have lined up to talk (O) gravely of the 'abuse' of inserting suggestive messages in games, as the technique is banned on television or advertising. (C) Time Warner's Andrea Simpson even got onto Richard and Judy's show (K). Our concern centres on the gameplay itself, which is due out on the Saturn early next year (S).


THE SUNDAY TIMES

Children 'dragged' by computer game's hidden messages

Tories rocked as former minister defects to Labour

EXCLUSIVE NEWS

COP-ELATION

UPDATE BY SEGA
FORMAT SATURN

These are the first genuine UK version pics of Virtua Cop in its near-complete format. The game now has all three levels, two-player mode and all the incredible graphic detail of the coin-op. The game that MEAN MACHINES singled out at the E3 show in May has come a hell of a long way, and promises to be one of the showcase titles of Christmas. Not only does it move amazingly smoothly and speedily — the gameplay is hectic. We hope to bring you a full review of the game in the next issue.















A CHANCE TO SCORE

HARDWARE BY HASBRO
FORMAT MEGADRIVE

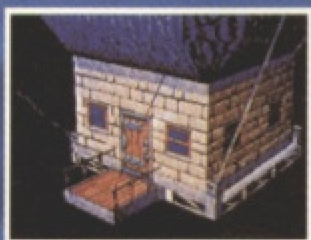
Toy giant Hasbro has tied up with Teletext, purveyors of on-screen information, entertainment, and our 'mates' Digitiser; who defy such categorisation.

Anyway, their joint venture is called Hyperscore, a hardware modem-style device that fits in your Megadrive and passes audible messages down your phoneline, allowing you to register your top scores for the most popular titles in a chart broadcast on teletext and updated regularly.

Hasbro are getting the mags into the spirit of things by inviting us to put up some scores. So you'll be soon be able to find out just how wild some 'games animals' are. Hasbro claim the new system will allow us to find the first true champion gamesplayers in the nation. The unit is £30, calls to the system work out about 50p each, and Hyperscore doesn't require any specialist knowledge to operate.

SAVOUR SAVIOUR

NEW GAME BY
SEGA
FORMAT
SATURN



The team thought brought you Landstalker on Megadrive, Climax, are working on a blockbuster RPG called Dark Saviour. It bears many of the trademarks of the classic Landstalker — isometric viewpoint, weird fantasy environment and lots of fighting.
But all of this is infused with the power of the Saturn — as textured polygons make up the fantastically detailed landscapes, and even form some incredible animated monsters, the first of which to see is a huge dragon. Climax balance all their RPG gubbins with a heavy emphasis on fighting and puzzle-solving, making this an arcade adventure that could rival Legend of Thor — a current Saturn development.



EXCLUSIVE NEWS

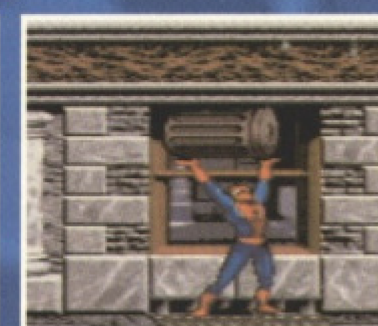
ANXIETY ATTACK

UPDATE BY
ACCLAIM
FORMAT
MEGADRIVE



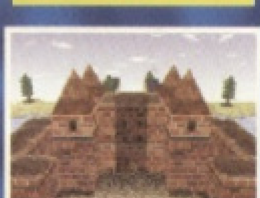
Acclaim's follow-up to Maximum Carnage is Seperation Anxiety, another urban beat 'em up starring the Marvel web-slinging super hero, Spiderman. This time he's joined by his arch enemy and nemesis Venom from the first game, for potential two-player hi-jinx. You have full access to both their super power signature webs, as well as conventional combat moves. Acclaim have given us access to an early version. Much work is still to be done on the game sprites.





MY STARS IN YOUR EYES

UPDATE BY
SEGA
FORMAT
SATURN



Last month we featured Riglord Saga, a keen Shining Force clone with a host of extras, that has been wowing them in Japan — straight to no. 1 in the charts. Our hopes of a UK conversion are confirmed, and the game shall emerge as Mystaria sometime in the new year. The process is only delayed by the huge amount of text and options in Japanese.











F'IN LIVE

NEW GAME BY SEGA
FORMAT SATURN

The Saturn strengthens its position as the console for racing games with another Sega project due out before crimble — F1 Live. It's a mixture of sprite-based and polygon driven racing, using a championship format similar to the venerable Super Monaco GP series. Gameplay is extremely fast, and on courses like Monaco itself, all the detail of the town has been added around the track. The 'Live' comes from the commentary that follows each race, and the picture-in-picture display that shows leaders and race highlights — there are even pile-ups!







THREE-WAY ACTION

HARDWARE BY SEGA
FORMAT SATURN

Sega have made the Saturn even more attractive with a box deal presently on offer at Dixons. For an extra £30 on the £399 RRP, you get Victory Goal and Clockwork Knight along with Virtua Fighter. The offer originated in America, with Sega adding the two titles for free, so it may become a wider offer. Certainly at £15 each for the two extra titles, it's a birrova bloody bargain.

FARADOON

NEW GAME BY SEGA
FORMAT SATURN

There are some very early details of a tasty looking RPG called Faradoon which, like Dark Saviour, seems firmly rooted in the action adventure camp. With Soleil-type gameplay, polygon bosses and a virtual perspective, it's one to watch. One of its heroes is a bit of a dandy, with his white breeches and fetching feathered cap!





THE MYSTS CLEAR

UPDATE BY MARUBENI
FORMAT MEGA-CD

Good news for Marubeni on the most awaited Mega-CD game of the year. The excellent Myst should be ready for a release some time in November, after being beset with various delays. Marubeni responded after we said in Q&A last month that Sunsoft and themselves had 'failed to get their act together'. They pointed out that was not the case, and they will continue to handle Sunsoft games for Sega formats in the future, with other products lined up to. And Myst is the proof of that.









YOU DON'T SAY...

Despite going official, nothing can stop the wagging tongue of the most stirring magazine in the Sega market. First up, an incredible project that no-one in the UK has picked up on. Toy Story is supposedly an amazing platformer from Disney Interactive that rivals Clockwork Knight in terms of graphics — and it's on the Megadrive! Linked to a big Disney movie that comes here in 1996, there should be some clamouring over the license.

Not so much hot pedalling on Pocahontas, which we hoped to preview this issue. Apparently, development on the movie license is going slowly, and a finished game won't see the light of day until next year. The film has, of course, already opened.

Millenium, whose Defcon 5 game is previewed this issue, are talking about future games that could utilise its 3-D engine and the whole 'history' that has been created around the Tyron corporation.

Lastly, Infogrames have sprung a surprise with the approaching release of Chaos Control, their beautiful shoot 'em up that has done some business on PC and CD-i amongst others. Code is going so quickly that is may be out before Christmas.

SEGA SATURN™



BEING OFFICIAL has certain benefits you know.

Aside from getting to look at loads of pukka stuff before anybody else and getting a flash new logo, the guv'nor at Sega has given us the keys to his drinks cabinet. Just think of all the time we wasted prising the back off with Gus's head, eh? Actually we lied about the last bit (we used a crowbar) but we have been chucked the keys to Sega's goodie store. This month our cup overfloweth with a ton of stuff that we're going to have to shift before Sega realise it's gone missing.

First up, we've helped ourselves to a Saturn – but that's not all. Oh dearie me no. Not only will our lucky winner cop £400 worth of state-of-the-art games console, they'll also receive all existing UK Saturn titles and EVERY SATURN GAME AVAILABLE IN THIS COUNTRY UNTIL CHRISTMAS. So, if you're up for receiving a veritable skip worth of gaming goodies, and something to play them all on, just answer our dead simple question at the bottom of the page.

FREEBIE



Highlights of the haul include the following must-have titles:

BUG!

This stunning 3-D platformer is still rated as one of the greatest games ever by the MEAN MACHINES team. An essential title for anyone into gameplay.



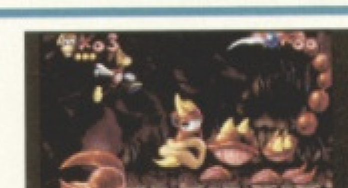
FIFA '96

The biggest-selling series of football games enters the next generation with the groundbreaking 'virtual stadium' process. Highlights include graphics based on specially filmed footage of actual players.



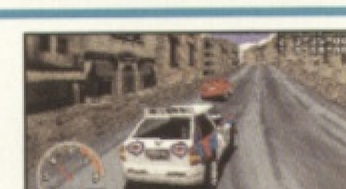
RAYMAN

Battle the evil Dr Dark in the Mega Game is neck and neck with Bug! for the accolade of ultimate Saturn platformer. This funny little Frenchman looks superb and plays a treat.



SEGA RALLY CHAMPIONSHIP

An absolutely breathtaking coin-op conversion, with the best gameplay and greatest graphics of any racing game on any platform. Gentlemen, start your engines...



SIM CITY 2000

One of the greatest PC games of all time is expanded and enhanced for Saturn. Build and maintain your own cities through centuries of growth and decline in one of the most addictive titles ever.



Q: How many planets are there in the solar system?

Quite tricky actually wasn't it? Send your entry on the back of a postcard or a sealed down envelope to:

**BLIMEY, THAT'S GOOD,
MEAN MACHINES SEGA,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.**

The usual competition rules apply – especially the one about multiple entries. I don't know, you teenagers think you can run rings around us.



FRENZY!

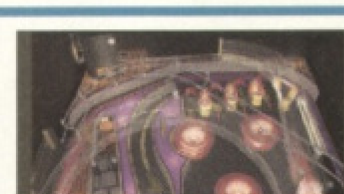
It's expected that over 40 titles will be available for the Saturn in this country before Christmas. Here's the full run down of what's out there, and what's to come...

Alone In The Dark
Bug!
Clockwork Knight
Clockwork Knight 2
Congo
Cyber Speedway
Daytona USA
Digital Pinball
Dragon's Lair
Fifa '96
Fire Command
Formula One
The Horde
Mansion of the Hidden Souls
Mortal Kombat 2
Myst
NBA Jam
NHL Hockey
Off World Interceptor
Panzer Dragoon
Pebble Beach Golf
Primal Rage
Parodius
Quarterback Attack
Rayman
Robotica
Sega Rally Championship
Shinobi X
Sim City 2000
Street Fighter: The Movie
Super League Baseball
Theme Park
Thunderhawk 2
Tilt
Toshinden
Victory Boxing
Victory Goal
Virtua Cop
Virtua Hang On
Virtua Racing
Virtua Fighter
Virtua Fighter Remix
Virtua Fighter 2
Virtual Hydlide
Wing Arms
Wing Commander 3
Worms

Please note, details of available and anticipated titles were correct at time of press. These are subject to change without notice.

TILT

Virtual pinball reaches new heights of realism in this stunning simulation. State-of-the-art dynamic camera angles follow the ball around incredible fantasy tables.



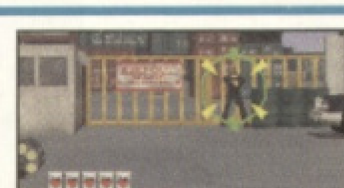
VICTORY BOXING

Unprecedented detail and control with JVC's first Saturn title. Create your own characters and pummel your way to the top. See our review this issue for all you need to know.



VIRTUA COP

Another Sega arcade classic makes an impressive transition to Saturn. This is your chance to clean up the streets of Virtua City, armed only with a revolver a great deal of stealth. Essential.



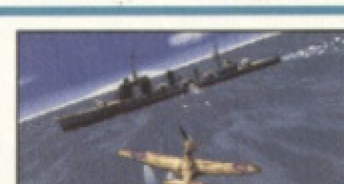
VIRTUA FIGHTER 2

The best just got better. The gaming world's finest beat 'em up gets bigger, more detailed and whole lot slicker. A groundbreaking conversion of the most popular coin-op in the world.



WING ARMS

Dogfights, bombing missions and convoy defence are all on offer in this World War II shoot 'em up. Fly a variety of period planes on dangerous missions through war-torn skies.



The 32 Bit Arcade Upgrade For The Mega Drive And Mega CD

SEGA MEGA DRIVE 32X

3-D Sprite Scaling and Rotation... 40 Times Faster Than 16 Bit... 768 Simultaneous Colours

FREE Special Moves VIDEO giveaway



As Gus legged it out of Sega HQ with the Saturn under his arm and the games in a sack, Steve noticed a pile of boxes in a dark corner. Could it be...yes, it was! A load of 32Xs and Virtua Fighters! Steve stuffed five sets inside his jacket, leaving Marcus to take out the security cameras and guards. If you want to make our risk worthwhile, and fancy winning one of five brand new 32Xs complete with Virtua Fighter, then give this competition a go. In the shops this Christmas, the 32X/Virtua Fighter bundle will set you back £129.99 but it won't cost you a penny if your correct answer to the following question is fished out of Gus's underpants...

Virtua Fighter features a father/daughter and a brother/sister set of characters. What are the two families' surnames?

Send your entry on the back of a postcard or a sealed down envelope to:
WE DON'T DESERVE THIS,
MEAN MACHINES SEGA,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.

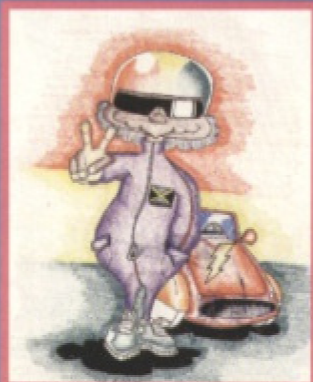
The usual competition entries apply. Oh, and you can send in as many entries as you like for this one. If you want them all binned.

COMPETITION RESULTS

STREET RACER

Cast your minds back say, 4 issues ago when we ran a fabulous Street Racer compo. Remember? Well we were inundated with drawings, and had a jolly good laugh picking out the winners (but an even bigger laugh picking out the ones for sad corner). Have a quick glance over some of the best, worst and funniest drawings, and gloat if you are a winner, but cry if you are a loser. If your artwork is featured, chances are you've won something so stand by that letterbox!

Come and see what you would have won...if you aren't featured here! These 5 outstanding entries are easily the best in our humble opinion, so if you are one of the artists mentioned, congrats and stuff, but otherwise, read it and weap. Your prizes should be winging their way to you as we speak so you'll soon be the envy of all your mates with not only your drawing in the hallowed pages of Mean Machines, but also a stonking new game for your collection as well. Well done people.



JASON HARVEY, aged 14 from Bounds Green, North London. Vehicle name: The Kingston Jammer.



STEVEN JAMES from Skipton, North Yorkshire. A plethora of Street Racing types.



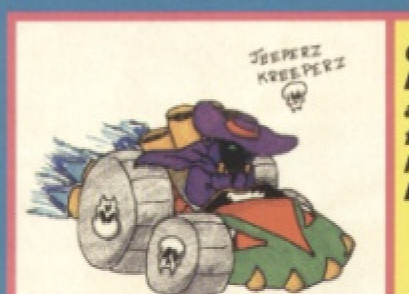
Hello Darlings - Steve Merrett taking his kipper out for a walk!



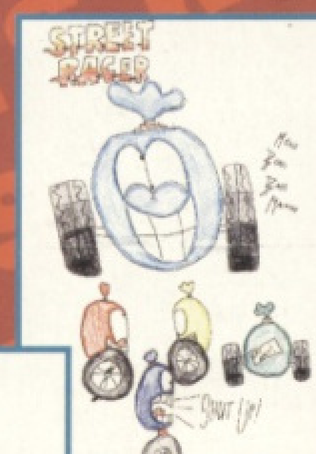
PETER KAIRN, aged 15 from Wiltshire.



CHRIS WEEKS from Seaton, Devon.



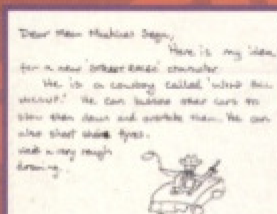
CHRIS BLANE, aged 13 from Plymouth, Devon.

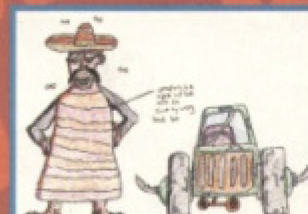


SAD CORNER

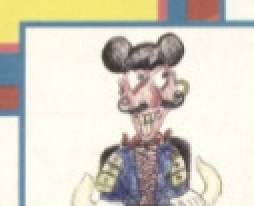
IF YOU HAVE A PICTURE HERE, GO AWAY AND GET A LIFE. A.S.A.P.







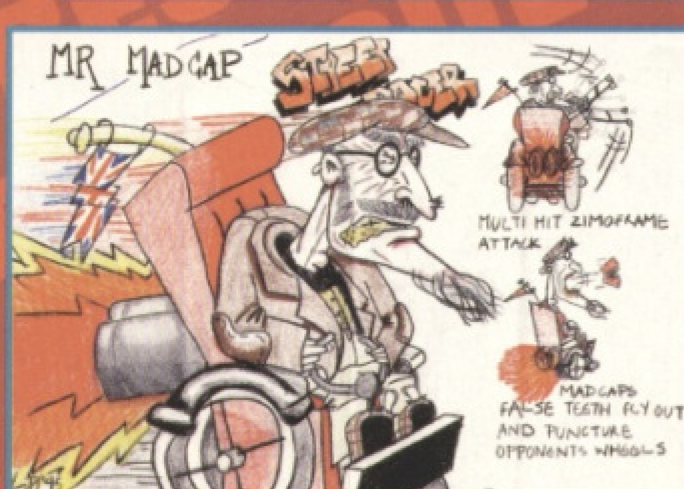


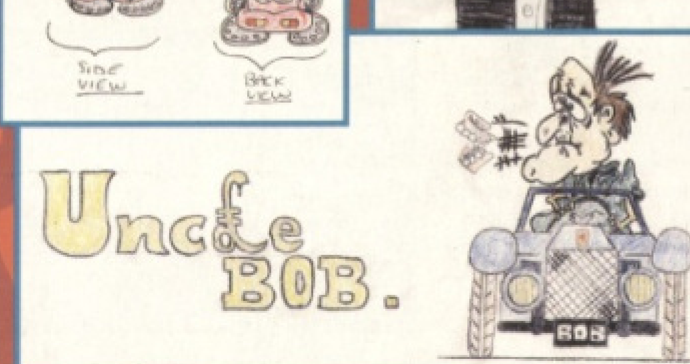






Apparently this driver is called 'Tommy'. Surely not after our own fantastic Tom Guise?





X-MEN: CHILDREN OF THE ATOM

PROJECT
X-MEN: CHILDREN OF THE ATOM

PUBLISHER
ACCLAIM

INITIATED
AUTUMN 1994

RELEASE
JANUARY 1995

FORMAT
SATURN

DEVELOPERS
CAPCOM

Choosing to base a video-game on the antics of the X-Men is not a particularly original thing to do. The comics have been kicking around since the Sixties.

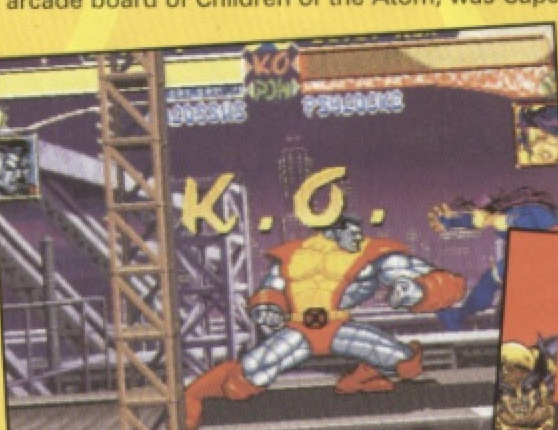
However, the sustained popularity the brand has found in the Nineties, through new comic updates, a cartoon series and toys, toys, toys, has brought a stream of game makers to Marvel's door bearing cheque books.

In retrospect, allowing Capcom to create a beat 'em up from the license was a shrewd move. No-one knows that genre better. What emerged from the partnership, the arcade board of Children of the Atom, was Capcom's most exciting coin-op for years. The added bonus was a widespread respect for the way it successfully conveys all of the best-loved characters of the comics in such spectacular fashion.

Simply keeping such a game in the arcade is criminal, what with all these superconsoles flying around.

Capcom themselves naturally took on the conversion task. That process is nearly complete, and the game should be released in January. Acclaim perhaps saw X-Men as a compensation for missing MK3 on the Saturn. It may go on to exceed that humble estimation.







1963

September of 1963 was the launch date for X-Men. Marvel's legendary Stan Lee worked with Jack Kirby on what was a significant departure for Marvel. The idea for the new comic was a team of super-human characters, whose powers derived from genetic mutations; creating fiction out of what was a very new science.

The X-Men differed from other Marvel characters, who were born normal people and gained their super powers through fate or accidents (eg. Spiderman). The X-Men's powers, on the other hand, were in their genes, though developed under the supervision of the mysterious Professor Xavier at The Mansion.

The comics have dealt with the isolation the powers bring, and they've rarely been about clear cut good and evil. Many of the characters have changed sides and back again. Indeed it is prophesied that one of the most trusted of the band shall lead the rest to betrayal.:.

After a lull in the 1970s, the Eighties brought diversity with spring-off publications like X-Factor, but its the 1990s that has taken them to the position of most successful comic series ever.

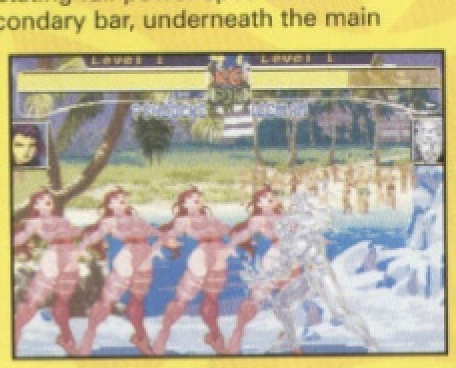
AT THE NUCLEUS

X-Men: Children of the Atom looks familiar if you already know Capcom games. Players choose from 10 X-Men characters, spanning the various team incarnations over thirty years. The game uses a six-button configuration similar to that of Streetfighter, and many of the game's special moves use the familiar fireball/ Dragon Punch joystick combinations.

Characters now have devastating full-power specials which can be unleashed when the secondary bar, underneath the main health bar, which measures mutant power. Discharging a full-power special will drain their mutant energy.

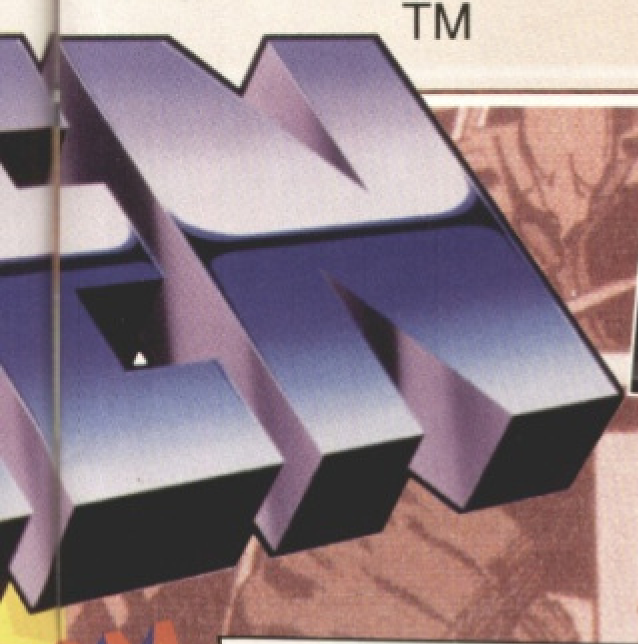
The special moves are a mixture of close-in combo attacks or remote beam weapons. Most are easier to perform than SFII moves.



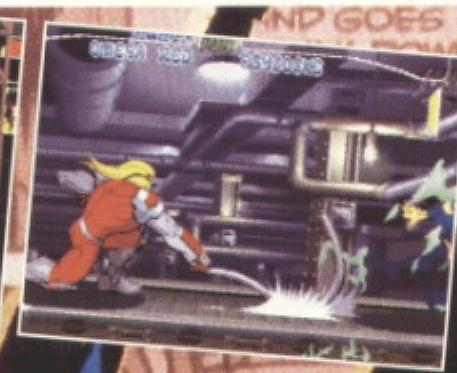














BRAND X

COMIC FADS AND FASHIONS CHANGE: SPIDERMAN, SUPERMAN, THE AVENGERS AND THE FANTASTIC FOUR HAVE FOUND CULT OR MORE LASTING ACCLAIM. THE CURRENT CREAM OF THE CROP, MARVEL'S X-MEN, HAVE THEIR ROOTS IN THE SIXTIES, BUT THEIR HEROIC MUTANT ANTICS FIT THE MOOD OF THE TIMES...



EXAMINATIONS

WE KICK OFF OUR SEVEN PROFILES (THE OTHER THREE CHARACTERS ARE STILL IN DEVELOPMENT) WITH DETAILED LOOKS AT THE FIVE BEST KNOWN CHARACTERS WITHIN THE GAME. THERE'S INFO ON THE REST OF THE COMPLEMENT, ALONG WITH THEIR SPECIAL ATTACKS.

WOLVERINE

Arguably the best known of the X-Men, and the most mysterious, Wolverine first appeared in an issue of The Incredible Hulk. His history before joining the X-Men is sketchy, although he fought alongside a Canadian supergroup called Alpha Flight, which worked with the Canadian Secret Service.

Known only as 'Logan', Wolverine's most notable feature is his adamantium claws, terrifying weapons emerging from his flesh and fashioned from an unbreakable metal alloy. At one time, Wolverine's entire skeleton was made of Adamantium, but this is not part of his natural mutation. It was added in a traumatic experiment by a shady figure known as the Professor. Combined with Wolverine's amazing healing abilities, he was almost indestructable. However, the skeleton was stripped from his body in a memorable showdown with arch-enemy Magneto.

In Children of the Atom, Wolverine possesses all the savagery that is his trademark. He is a hands-fighter, combining claws and athleticism to avoid the extravagant attacks of the other fighters, evade their defences and carve them



SPECIAL ATTACKS



SURGICAL STRIKE



Wolverine performs a quick examination of his foe's internal organs.

DRAGON CLAW



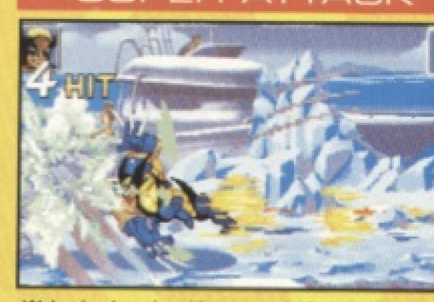
The familiar turning course of the Dragon Punch with an Adamantium edge.

AIR SLASH



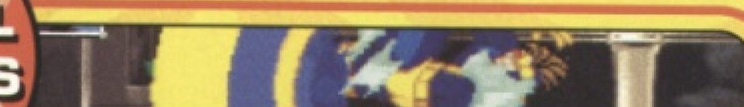
Opponents leave the ground in one piece, and return to earth in shreds.

SUPER ATTACK



Wolverine lets rip with an astonishing display of rabid anger, leaving slash marks on the screen.

SPECIAL ATTACKS

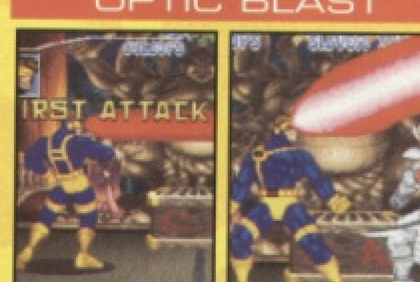


SHORT BLAST



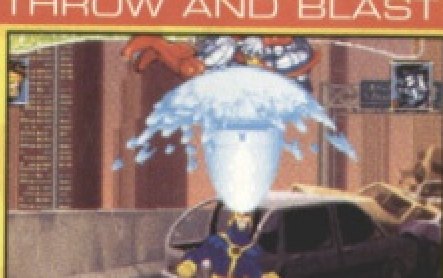
Quick to pull of at short range and uses a fraction of his mutant energy.

OPTIC BLAST



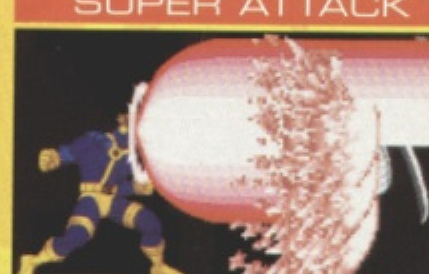
A standing, crouching or airborne beam of intense energy.

THROW AND BLAST



Opponents are tossed vertically, then pummelled with an optic blast.

SUPER ATTACK



An enormous blast of energy, larger than the characters themselves, radiates across the screen. Fry time.

CYCLOPS

The X-Men's most enduring character, having been part of the very first team. Cyclops, or Scott Summers' history has been troubled. The son of a test pilot, he lost his parents in an air collision with a UFO. Surviving, but with total amnesia, he spent the next few years in an orphanage, where his mutant status did not go unnoticed. He travelled to New York to find a cure for his eye-strain and there discovered his eye-blast powers.

Tracked down by Xavier and the FBI, he became part of the initial X-Men students, and from then began a long and troubled love affair with fellow X-girl, Jean Grey (they are now married).

In Children of the Atom, Cyclops uses his blast powers to the full, with various levels of ruby laser intensity. When fully charged, these attacks are basically unstoppable. He's also an athletic and fast antagonist.





PSYLOCKE

Betsy Braddock, the mutant sister of Captain Britain, leader of the Excalibur mutant hero team, is a girl who likes to get around. She adopted the persona of Pyslocke after being captured by an inter-dimensional being, Mojo. She joined the X-Men after a battle with the Morlocks, dark creatures living beneath NYC.

She was part of the team that perished in the great struggle againt the Adversary. However, she was resurrected and chose to stay in Australia. She subsequently stepped into a mystic portal and disappeared. Some time later a woman claiming her identity turned up at Xavier's mansion. Probes revealed her to be the same person. probably. Sadly, Pyslocke contracted the Legacy Virus (see Colossus), which has taken its toll on many mutants.

In the game, Psylocke fights with vigour, employing her pyrotechnic psi-powers in a confusing manner that might look like magic to the lay eye. She also displays the oriental fighting prowess of her alter ego, Kwannon the assassin.

SPECIAL ATTACKS



PSY STORM



Pyslocke wraps herself in a cloak of Psy energy which repels opponents in close promixity.

DOPPLEGANGER



Where there was one...now there are five. Psylocke literally becomes a force to be reckoned with.

PSY BLAST



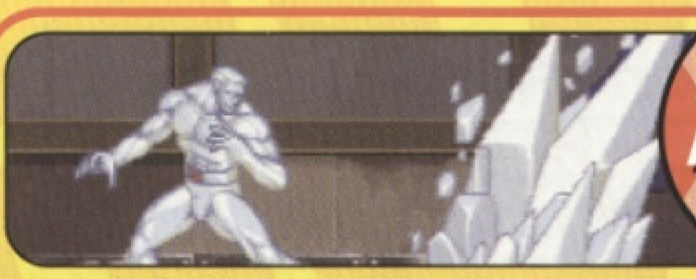
A blast of telepathic energy overpowers her less attuned opponents. Once again, mind over matter.

SUPER ATTACK



Psylocke is propelled as a psychic torpedo that rips into anything in its path.

SPECIAL ATTACKS

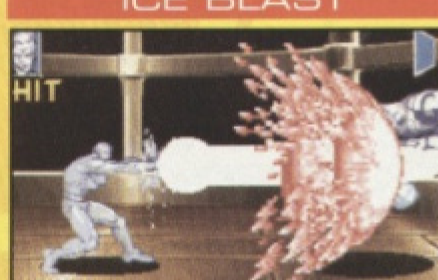


GIANT SNOWBALL



This would be comical if it wasn't so heavy — a mass of ice condensed directly above his foe's hea

ICE BLAST



Sensational in action, a focused beam of sub-zero energy.

FREEZE GRAPPLE



Anyone unfortunate enough to experience Iceman's icy embrace is left immobilised.

SUPER ATTACK



A barrage of snowball pours forth in the target's direction. Huge combo bonuses are possible.

ICEMAN



Bobby Drake, AKA Iceman shows how an ordinary kid's life can be upturned by his singular bizarre power. His first High School date brought his extraordinary ability to lower temperatures to light, and provoked the typically hostile reaction that many mutants face from 'normal' people.

He was freed from the town jail by Cyclops, sent as an emissary from Professor Xavier and became a reluctant member of the team. There he developed his striking and literally cool appearance and style. Iceman has been around since the very beginning, with highs and lows in popularity and various mishaps — he was one of the Adversary's victims. But appearances in the animated X-Men and Spiderman and his amazing friends has revived his popularity.

COLOSSUS

The Russian youngster Piotr Rasputin rose from a humble collective farm in Siberia, to become one of Xavier's second team in Giant Size X-Men, the new format that revitalised the comic in the 1970s. He reflects the move to a global and less US-centred X-Men team.

Unsurpisingly, his team name, Colossus comes from his huge size and strength, but it belies a sensitive and high-minded individual. Colossus would never take a life in battle. However, his ideals have taken a battering through the years, as the morals of X-Men become murkier. He finally turned over to the side of Magneto, sworn enemy of the X-Men, after the death of his mutant sister, Illyana. She was the victim of the Legacy Virus, a disease that attacks mutants and has depleted their numbers since its discovery. Some say it is a deliberate device by the hysteric political forces opposed to all mutants, whatever their actions.

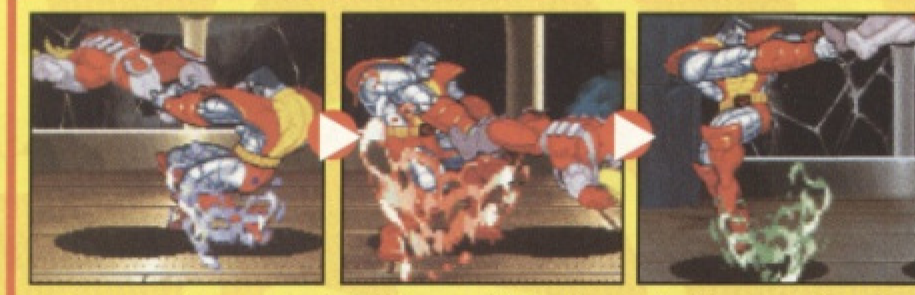




SPECIAL ATTACKS



TORNADO TOSS



Colossus grasps his opponents and whirls them around his head like rag dolls, before tossing them aside.

GIANT LEAP



Devastating close up, as Colossus launches his huge weight at incredible speed.

SUPER ATTACK



Using the team's rallying cry, the Russian giant descends on his luckless foe with blinding fury.

SPECIAL ATTACKS

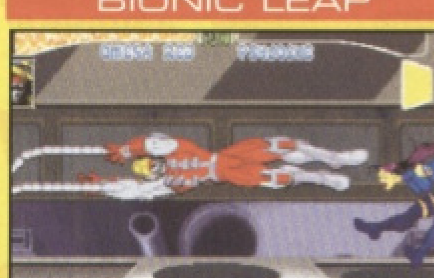


POWER LASSOO



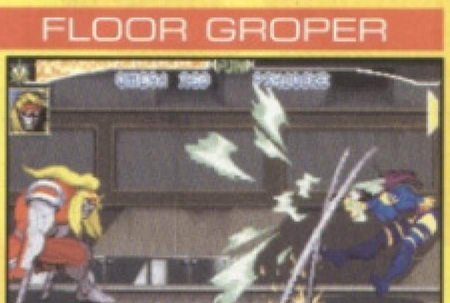
Omega's mechanical arms can seize an opponent from any position. From there it is possible to draw the life-force from their bodies or toss them away like so much rubbish.

BIONIC LEAP



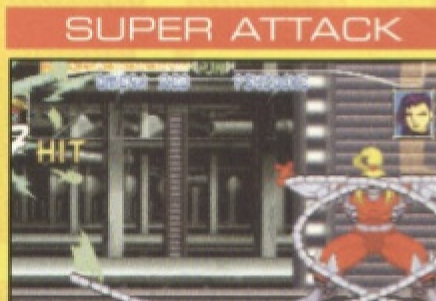
Omega's telescopic legs and arms combine to turn him into a lethal missile. Direct him into the path of the enemy for maximum damage.

FLOOR GROPER



One of the game's topper moves, Omega surprises a remote enemy by thrusting his arms through the floor to re-emerge beneath them.

SUPER ATTACK



Omega goes into a wild seizure, his flailing metallic limbs inflicting multiple injuries in a matter of seconds.

OMEGA RED

This Russian rebel augments his powers with huge mechanical arms. In the animated series, Omega Red surfaces in a post-Cold War story, with anti-revolutionary forces trying to restore the dictatorship of the USSR with weapons of terror.

X-Members Jubilee and Colossus confront him at the Black Sea, but find themselves incapable of defeating him without the aid of Wolverine. For the game, Omega is a fearsome antagonist, with fully functioning arm attacks.









SILVER SAMURAI

A strange choice, when some of the X-Men's more notable enemies and members are left out, but perhaps there's an element of patriotic pride from Capcom by adding a Japanese hero.

Whatever the reasoning, the implementation of Silver Samurai is fantastic, making him one of the most enjoyable characters to play. All his mutant power converges on his awesome samurai sword. This is endowed with three elemental capabilities: lightning, fire and ice. All can be accessed for a limited time.







SPECIAL ATTACKS



ELEMENTAL SWORD



The sword converts mutant energy into one of three elemental powers. Once activated, it stays potent for some time

MYSTIC SHURIKEN



A long-range attack virtually assured to score combos with its razor-sharp edge.

SUPER ATTACK



The entire area crackles with electrical energy from which there is no possible escape.

STILL TO COME...

STORM

Storm, the Kenyan leader of the second X-Men team, and another firm favourite will be one of the game's leading characters. Her wide-ranging powers allow her to control and simulate the dynamic forces of the weather. She currently leads the X-Men's famed gold team.

SPIRAL

This minor X-Men character comes from beyond the stars, and lends space-age attacks to the gameplay. She has fought against the X-Men on several occasions.

SENTINEL

The greatest threat to all mutants, not just the X-Men. These robotic operatives have been programmed to eliminate all mutant life, and in one story strand, they succeed in dominating the 21st century. Time travelling X-Men like Bishop have confronted the Sentinels in the world they dominate. They are huge, lumbering but formidable mechanisms.







THE DANGER ROOM

The most recognisable fighting arena within the game, the Danger Room is part of The Mansion, Professor Xavier's complex for training, directing and supporting the X-Men. The Danger Room is an incredible 'virtual' training ground that simulates the hostile conditions of a typical X-Men encounter through the use of holograph technology. The equipment is put through its paces in the game, as holograph scenes change throughout the bout.



The Danger Room here simulates the environment of Savage Land. Xavier controls the holography from the room behind the door and views from the window. Other environments include underwater holographs, complete with exotic fish.

WORK IN PROGRESS

PROJECT	X - MEN
PUBLISHER	SEGA
INITIATED	FEBRUARY
RELEASE	JANUARY '96
FORMAT	32X
DEVELOPERS	SCAVENGER

The X-Men are about to be unleashed onto an unsuspecting 32X. Marcus takes a first look at an uncanny new game...





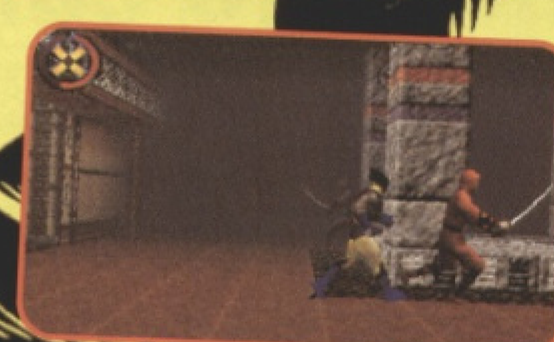
The revival 32X software is experiencing looks set to continue with X-Men, an impressive-looking new 3-D beat 'em up currently in development for the Megadrive's magic mushroom attachment.

We've been able to sneak a look at a couple of levels from the game, which looks very much like Doom played from a third person perspective. In the levels we've seen, you're able to guide Wolverine or Random around various scenarios, taking out ninja assassins and samurai warriors along the way. A classic Japanese feel surrounds the Wolverine level, which begins in a temple and progresses through a series of paper-walled corridors until it arrives in an Oriental-style pagoda garden. The route is strewn with black and red-clad ninja assassins who spring out from wall alcoves and lie in wait around corners.

The Random level is set in a dank sewer, with twisting walkways suspended over lakes of Doom-style green slime. The enemies Random is up against on this level include muscular green mutations.

The game comes complete with a typical Scavengers soundtrack of pseudo-industrial techno bleeps. More when we get it...







Wolverine's journey begins in this mysterious temple.







RANDOM FACT FILE

Little is known about Random, whose mutant powers allow him to transform his arm into any object of his choosing. He usually chooses a gun. A dangerous character, he is a freelance agent and mercenary who occasionally works with splinter group X-Factor on behalf of the US government.

X-MEN 32X

IN ARM'S WAY

All the action we've seen on the Wolverine level has been of the hand-to-hand variety – the most advanced weaponry on offer seems to be the big guy's fist blades up against the samurai's longswords. Random, however, has a slightly unfair advantage over his opponents in the shape of his built-in side-arm.





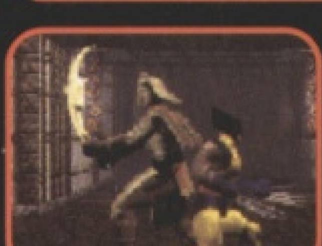
A short back and sides from Wolverine's barber. Except he's missed a bit at the sides.



Outnumbered, Wolverine fights below the belt.







WOLVERINE FACT FILE

Wolverine – real name Logan – fought alongside Captain America during World War 2. His mutant healing factor, which allows for rapid recovery after injury, also retards his age. Wolverine is experienced in every fighting style on Earth, is fluent in seven languages and is an accomplished pilot. His claws and skeleton are made of adamantium, the strongest metal known to man.

PROJECT
GUARDIAN HEROES

PUBLISHER
SEGA

INITIATED
JUNE '94

RELEASE
1996

FORMAT
BEAT 'EM UP

DEVELOPERS
TREASURE

With their previous outrageous offerings: Gunstar Heroes, Alien Soldier and Dynamite Headdy, they've earned respect and acclaim. They are Treasure – and Gus took the first in-depth look at their debut Saturn game.

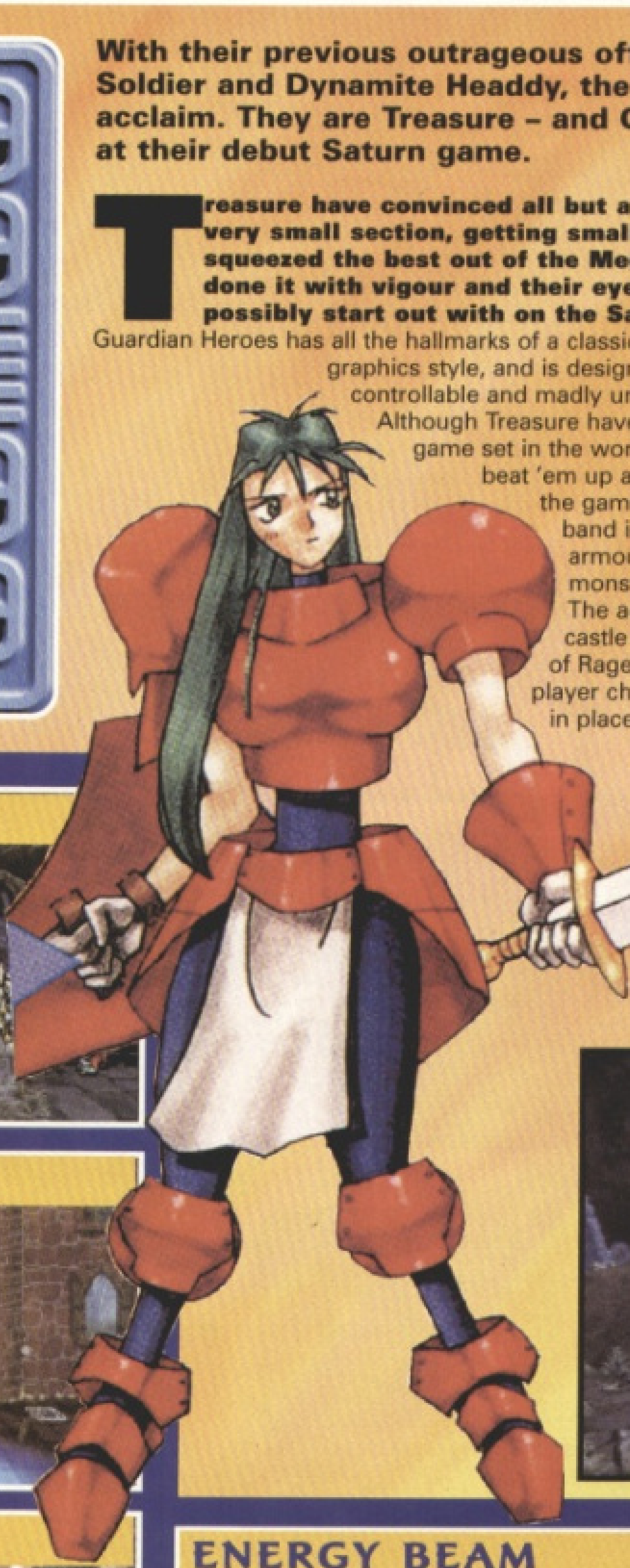
Treasure have convinced all but a small section of the console press (a very small section, getting smaller) of their coding powers. They've squeezed the best out of the Megadrive in most of their games, and done it with vigour and their eye firmly on gameplay. What could they possibly start out with on the Saturn?

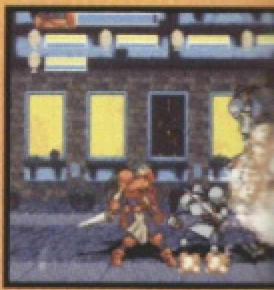
Guardian Heroes has all the hallmarks of a classic. It looks quite dreamy, with a distinctly ornate, cartoonish graphics style, and is designed to play in a mental frenetic style – on the edge between controllable and madly uncontrollable.

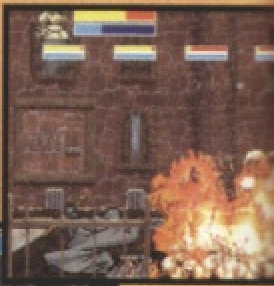
Although Treasure have a distinctive style, they've struck out into new territory, with a game set in the world of 'Swords and Sorcery'. Both feature largely in the scrolling beat 'em up action. The forces of Darkness – we might be more specific, but the game's text is still in Japanese – have a town under seige. Your band is fighting terrific odds, against battalions of armour-clad squaddies, led by the occasional monstrous demon.

The action twists its way through town, forest, castle and dungeon, scrolling horizontally, Streets of Rage style. Treasure aim to create six distinct player characters for the game, though only two are in place at the moment. What is complete is the basic engine, which can handle an immense amount of action without slowdown. Work is now underway on the balance of the game's levels, playability, and a rumoured multi-player option that sounds very exciting.

Treasure's Guardian Heroes is expected in this country sometime in the new year.





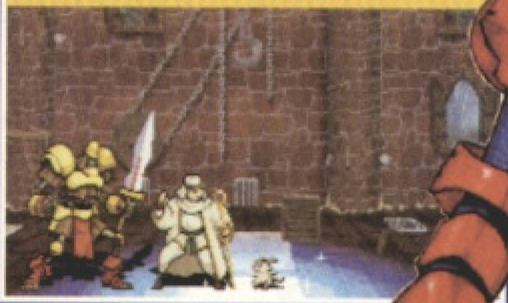




FIREBALLS



AURA OF ICE



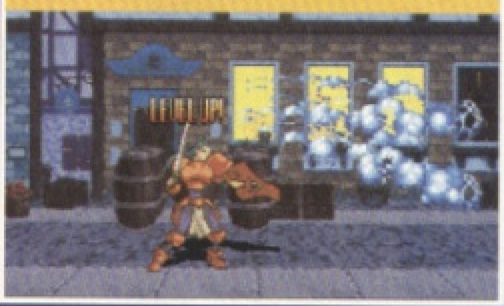
TORNADO



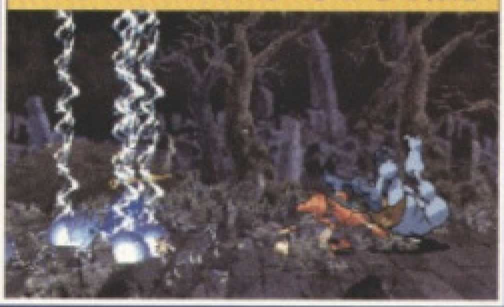
ENERGY BEAM



ICEBALLS



LIGHTNING STORM



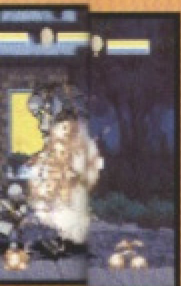
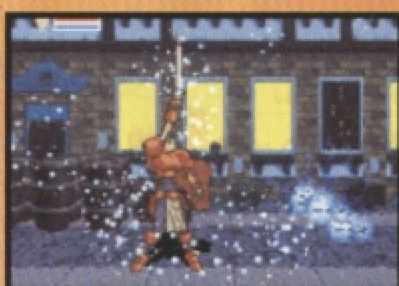
BRAVING THE ELEMENTS

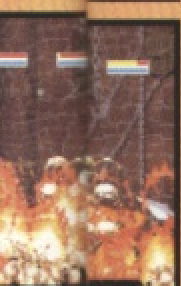
One of the game's most prominent features is the use of magical attacks by player characters. These are a showcase for some incredible special effects on the Saturn, as well as being a core element of gameplay. Players have freedom to employ magic throughout the game at will, restricted only by their magical energy bar.

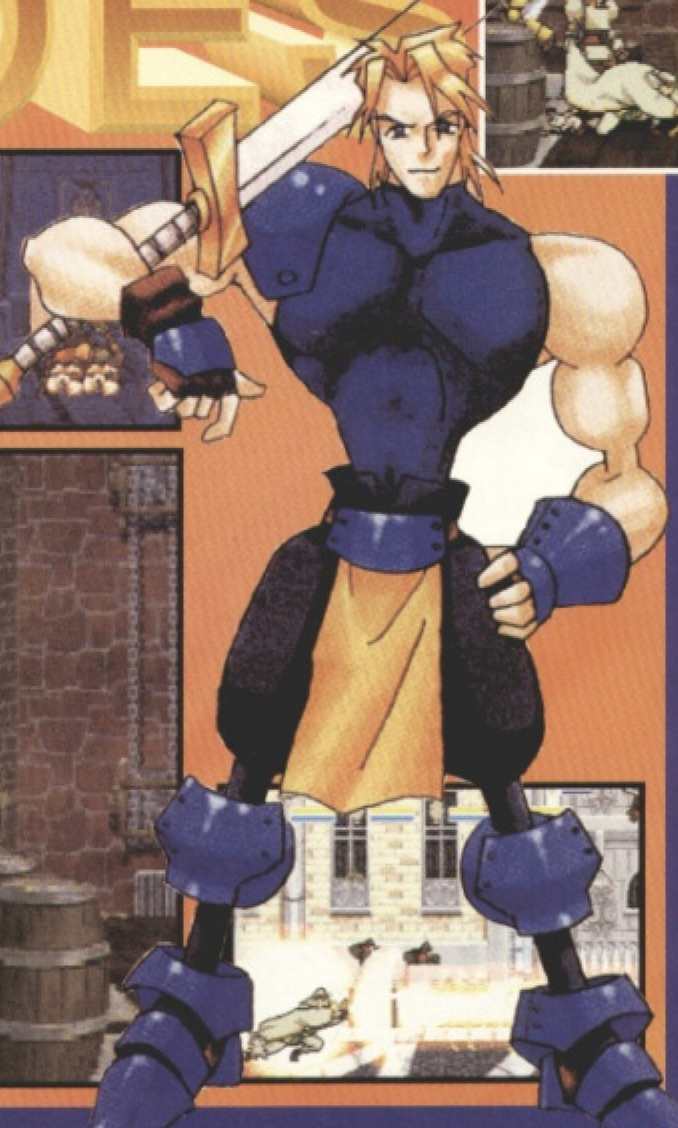
Players have to stop and 'think' the correct spell from a selection of symbols appearing in a thought bubble. Of course, if they are interuppted by an enemy attack the spell is lost. Once chosen, the spell takes some moments to be cast – the more powerful spells taking the longest time (but doing the most damage) when the player is also vulnerable. When pulled off, however, the result is a visual treat, and a major blow to the enemy. Here is a selec-



GUARDIAN HEROES

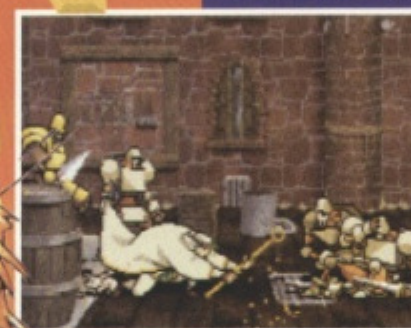







PLANE TALKING

The gameplay takes place across three planes, rather than a single, horizontal one.



The top buttons on the joypad let you leap between the background and the mid and foreground planes. Treasure have already experimented with a more basic version of this device in their Megadrive beat 'em up, Yu Yu Hakusho. This was released only in Japan and received little press interest apart from its review in MEAN MACHINES as an import. There are other features of Guardian Heroes that appear in Yu Yu Hakusho in basic form, and it appears the game was an inspiration or trial run for the Saturn project.





FEEL THE WIDTH

Guardian Heroes overcomes the restrictiveness of keeping two independent player characters on a single screen by hardware-scaling the proceedings. The view zooms in and out (smoothly, we might add) depending on the positions of either. It's wise to keep some distance, as player characters are not immune from each other's actions.

If OJ didn't do it, who did? Tell us that one, jury.

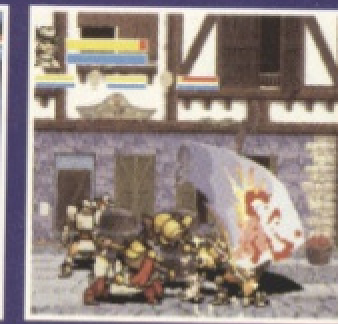


GANG CLANG

One feature intended for the game is a multi-player rumble, via the six-player multi-tap. It seems too mad to contemplate, considering how it works in two-player, but all the player characters will be able to take part in a pitched magical battle against each other. Pictures of this group fun as soon as they are available.





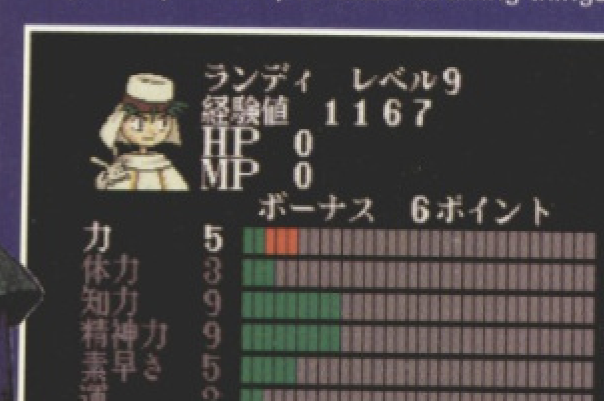


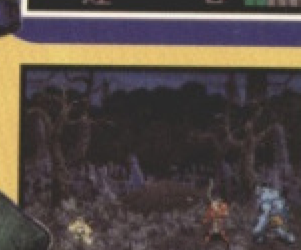




IMPROVE YOURSELF

The merest sliver of an RPG element appears between levels, as points earned in battle are put towards different player attributes. Choose to make your player devastatingly strong in his strengths or an all-round good egg. Each way, it only makes you better at killing things.

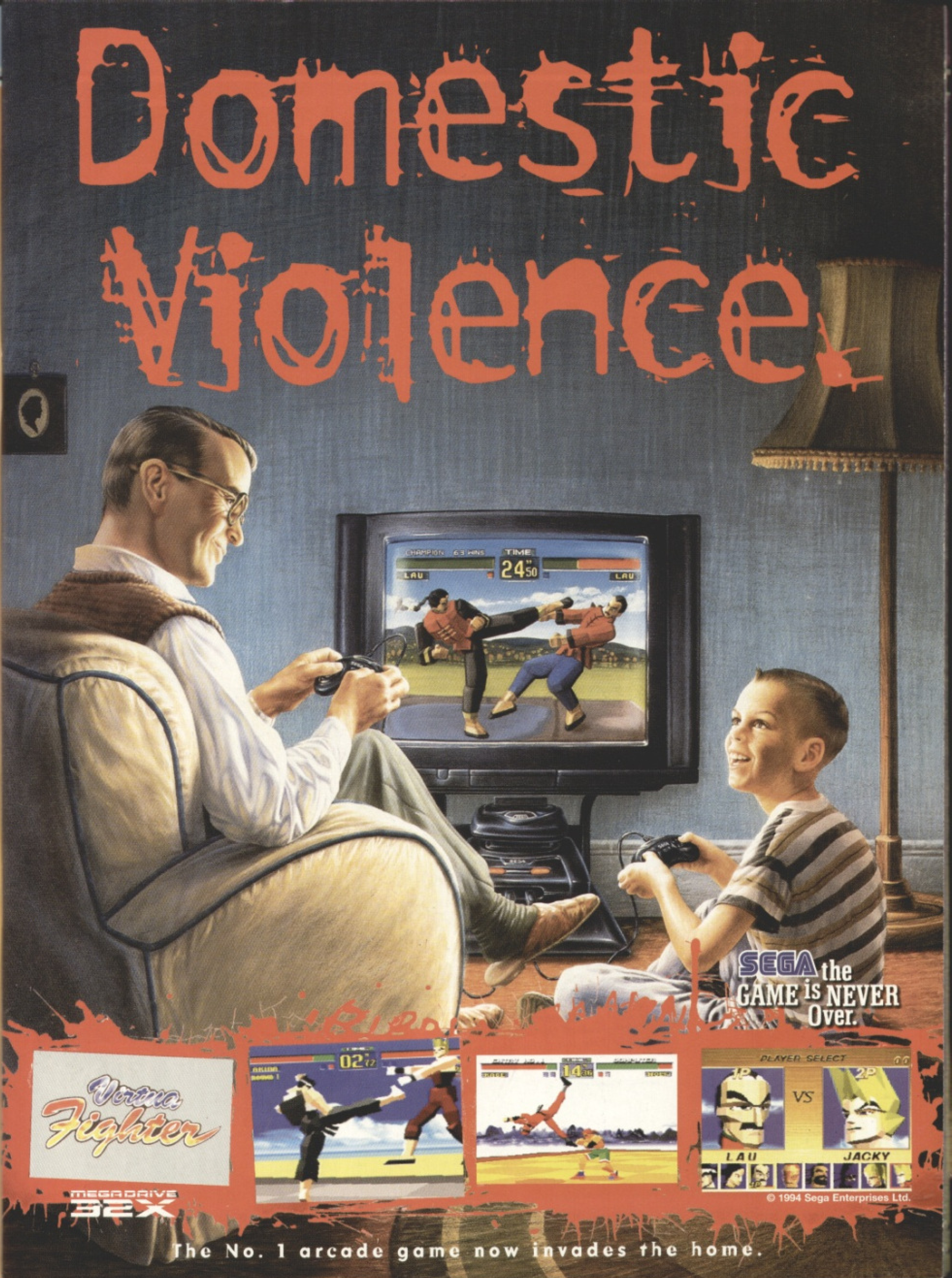




Special Guest star, Beast from X-Men.



God, I fancy a Big Mac.



Domestic Violence
CHAMPION 63 WINS
TIME
24 50
LAU
LAU
SEGA the GAME is NEVER Over.
Virtua Fighter
PLAYER SELECT
1P
VS
2P
LAU
JACKY
MEGADRIVE 32X
© 1994 Sega Enterprises Ltd.
The No. 1 arcade game now invades the home.

PROJECT
DEFCON 5

PUBLISHER
GT INTERACTIVE

INITIATED
JUNE '94

RELEASE
DECEMBER '95

FORMAT
SATURN

DEVELOPERS
MILLENIUM

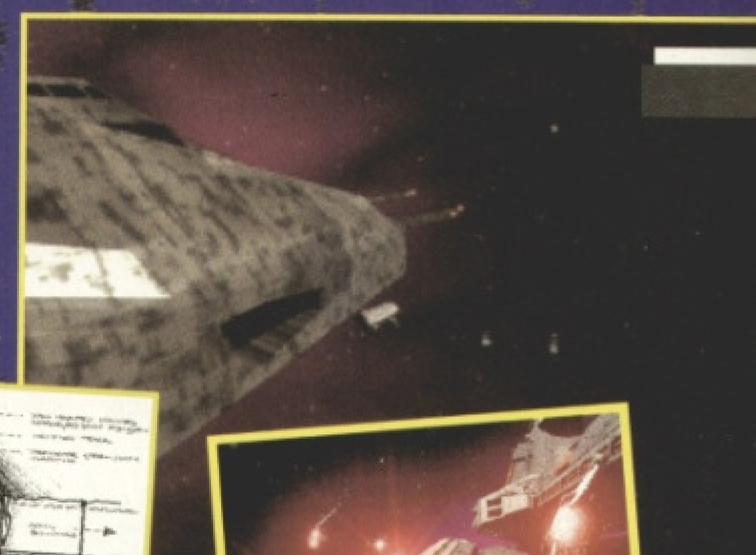
Millenium were once synonymous with James Pond, their fishy platform hero. But with the new hardware platforms comes a new image – and a new breed of Millenium game. Gus investigates the corporation...

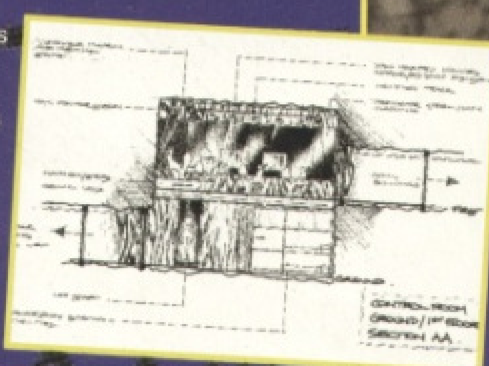
The less-than-throbbing student town of Cambridge is home to one of Britain's best-known developers of recent years, Millenium. The company has expanded rapidly in the last two years, while reducing its core business from being an independent publisher to a licensed developer.

The benefits have gone into new facilities that allow them to create sophisticated next generation games like Defcon 5, their first Saturn title. The arts of studio-produced music and professional acting have been marshalled to produce a complex 'interactive movie', which has no comparitive on the format .

Although the movie cliché is commonly used for games that utilise Full Motion Video, like the appalling run of Digital Pictures titles for Mega-CD, Millenium use it to describe Defcon 5 in a completely different way. The graphics are real-time, the 'movie' aspect comes from the atmosphere and playing experience, with the game possessing a definite plot.

The player character is thrust into a futuristic setting of political intrigue and corporate skulduggery. As a technician for the Tyron Corporation, a space mining and defence conglomerate (as opposed to the Tyrell Corporation – a crap dance act) his initial task is simple: upload a new program into the newly automated space defence complex. Before this is achieved, however, things start to go badly wrong, leaving the character with a number of options: simply defend the base; try to escape or uncover the truth of what's actually going on. There are a number of endings dependent on the course he takes. Defcon 5 Saturn is in concurrent development with PC CD-ROM and other formats. We expect a detailed review in the next issue of MEAN MACHINES.





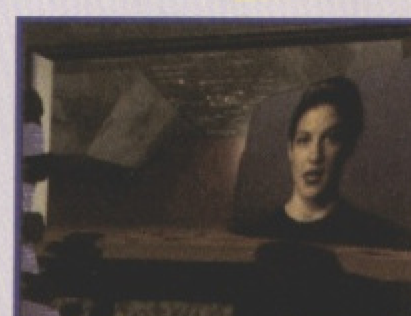


TERMINATED

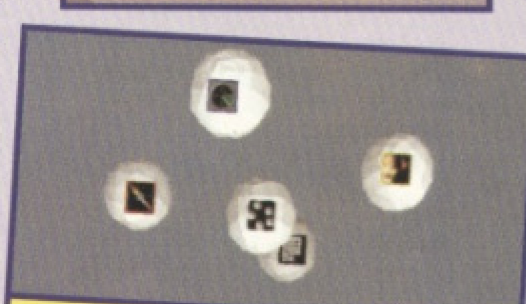
The MRPS base, under a government ordered cost-cutting excercise, has changed from manned to automated status. You are the engineer sent to complete this process. This means your only 'companion' on the base is the VOS, a main computer which can be accessed through terminals on each floor, and which communicates warnings and info vocally. The VOS is probably the most complex simulated computer of any console game, as a multitude of functions are accessed through its spinning virtual sub-menus.

These include the MRPS main function: a defence system against aliens. There are schematics for each level, damage monitors, remote views and access to the base's reconaissance and security droids. And an auto-destruct system. The voice of the VOS was provided by a professional actress, and its functions and styling resemble the 'Mother' computer of the classic movie Alien.

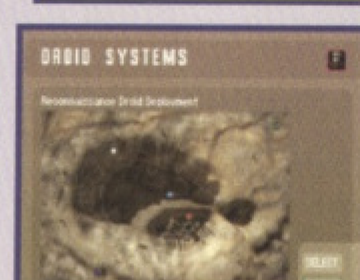


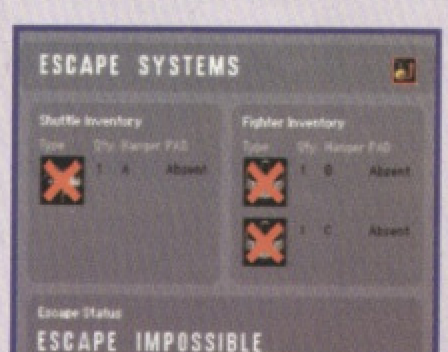


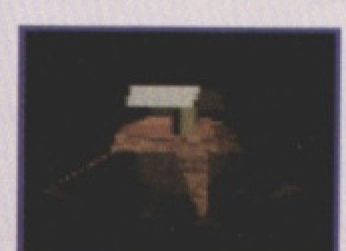
She may look a bit fit, but it's all business and no pleasure with this bird.



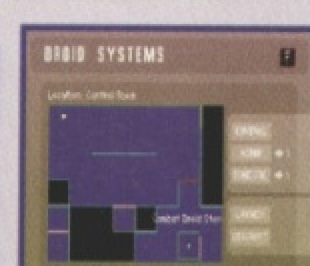
These lumps of Lucy's chewing gum are actually the advanced interface of the VOS computer. How? By the game and see, twats.



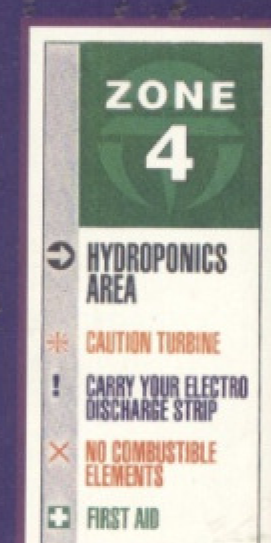








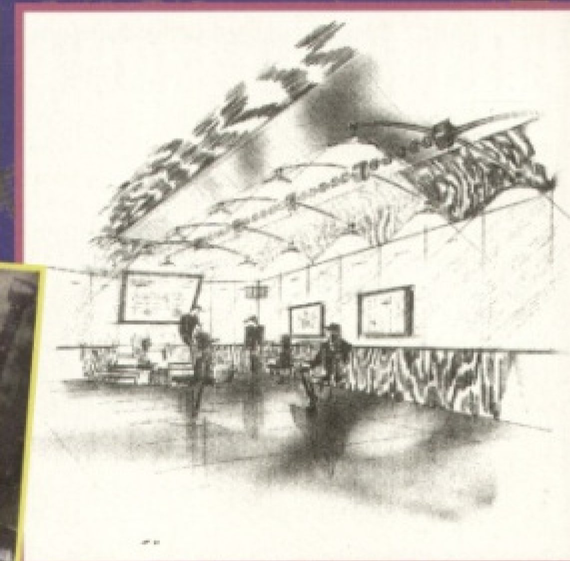


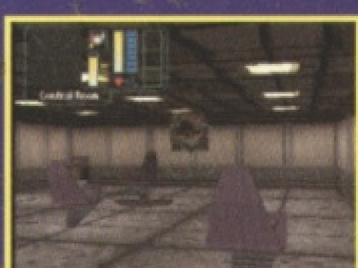


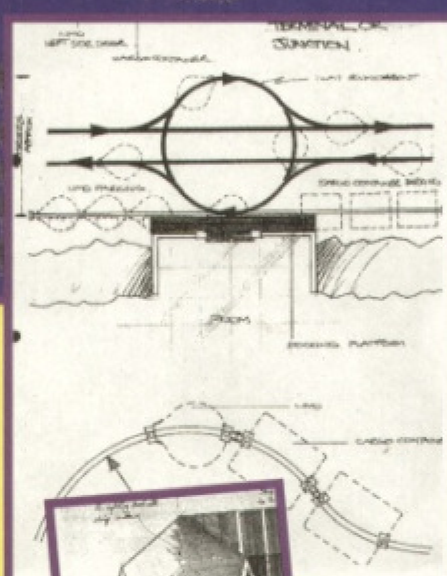






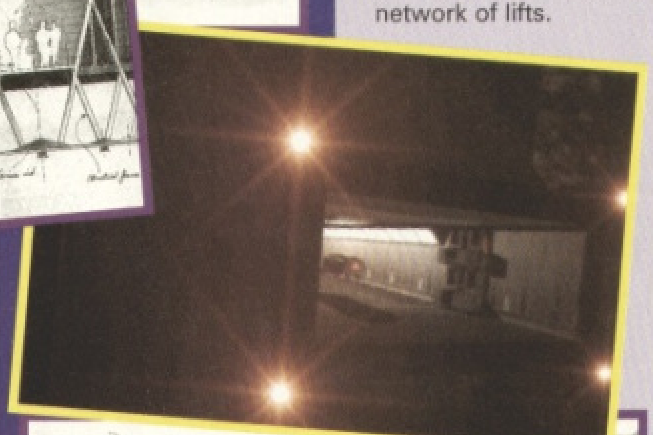


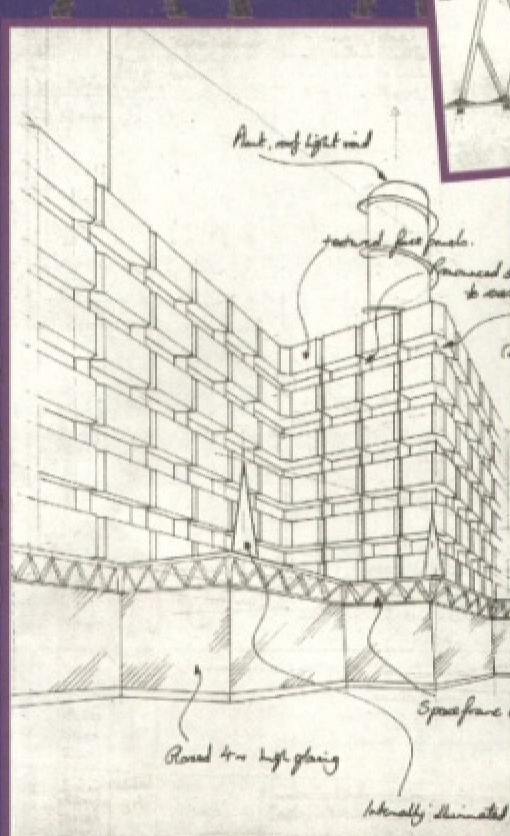


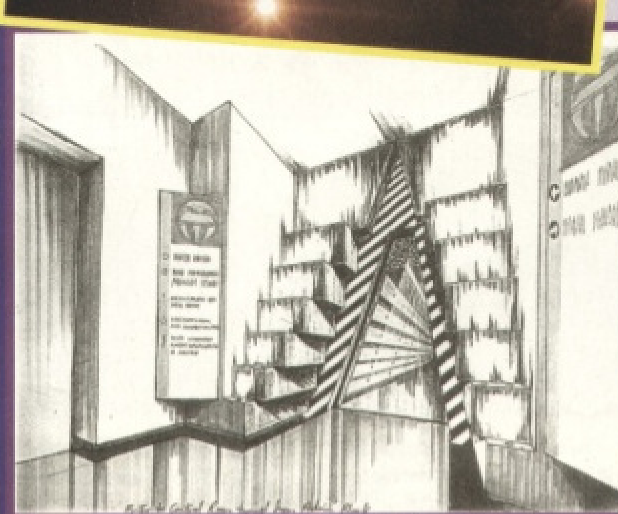


In space, no-one can hear you scream... Yeah, right, but would you like Fries with that.



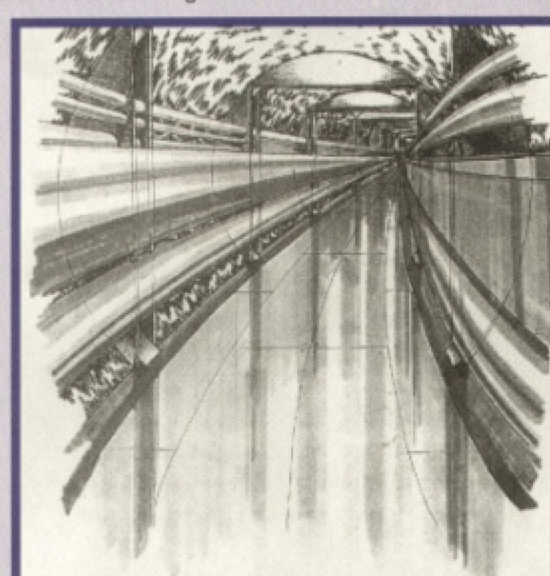






CUNNING PLANS

A vast amount of time went into creating the believable complex that is MRPS. Before the programmers could assemble the game engine, they had to believe there was a factual basis to the game's mechanisms. Take the weapons towers. These play a small but signficant part of the game, and Defcon's design team went into enormous detail sketching how the towers would be assembled, the firing mechanism, transport and reloading systems, even though there is no direct access to these in the game. An architect was commissioned to create the complex plan – a vast seven-floor structure consisting of two blocks linked by a sophisticated rail 'limo' system and a network of lifts.



An early sketch of a srvice corridor. That architect had obviously seen too many episodes of 'The Tomorrow People'.



This is a strut. Interesting, isn't it. But without stuts there would be no base. Remember that.

HIDDEN AGENDA

Defcon 5 was complex to design because so many of its factors alter in response to the skill of the player. As the game plays in real-time, novice players could quickly be overtaken by events and frustrated by a seemingly impossible game. To counter this, the pace of the game adjusts to how good the player is. Slow players are given more time at the beginning to work out the correct use of the VOS, whereas experienced players face attack situations earlier, and more resilient 'Beserker' intruders. As so many factors interrelate – the amount of ammo to enemies, the reloading of guns etc. – it took six months of testing to achieve the right balance.

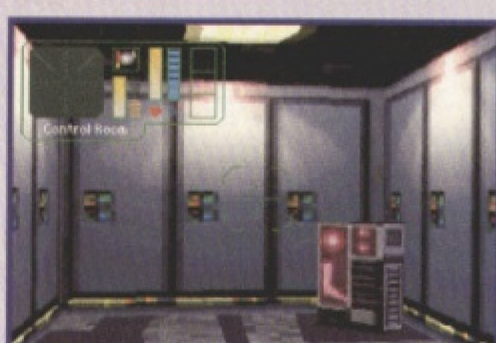
The game harbours some real subtleties. For example, the air quality of various sectors of the base changes as you damage the interiors with laser fire. When it reaches critical levels, the computer automatically seals of that area, limiting your access. However, opening doors between good and bad areas will dilute the bad air and keep them accessible. Similar strategies are used to find quiet VOS terminals, as those by lifts and main corridors are dangerous places to linger.



The sinister corporate logo of the Tyron Corporation is omnipresent. It's even on the bogpaper.







CHINESE JUGGLER

Within the greater objectives, Defcon 5 offers freedom and variety of gameplay as there are three main game elements. The simplest involves manning the defence system, which consists of five towers. The benefit of this is reducing the amount of damage sustained in attacks, and also the booty available from downed craft.

The second area is the Doom-style sequences set in corridors. It's inevitable that you will have to defend yourself moving between important areas, but you can really indulge yourself.



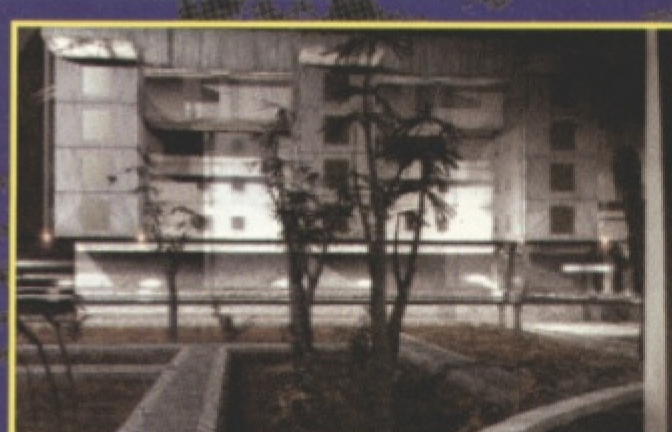
The signage is a good way of locating VOS terminals.



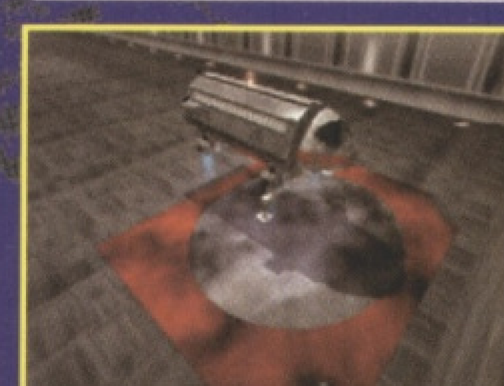
All the walls are fully-textured, or rather will be by the time the game is complete.







MRPS looks like is was modelled on a resort hotel from Lloret De Mar. I know where I'd rather spend my hols. Book my rocket now...



RAGE AGAINST THE MACHINE

Your antagonists, the Berserkers, infiltrate the base and stalk you with a single objective: elimination. Their colours change to signify greater ability, and the sudden appearanceof a couple of these guys around a corner can actually give you a bit of jolt. They seem possessed of a malign intelligence...



This is an attack, but they do get hectic.



Peek-a-boo berserker. Not a welcome sight.



It's a cliché, but that HAS gotta hurt.


I'M SO CONVENTIONAL.

PROJECT
THUNDERHAWK 2

PUBLISHER
CORE

INITIATED
MARCH '95

RELEASE
DECEMBER '95

FORMAT
SATURN

DEVELOPERS
CORE

Core's most successful game, Thunderhawk, is the inspiration for their second Saturn project. MEAN MACHINES witness the sequel taking shape



Thunderhawk's arrival on the Mega-CD was blazing. In retrospect it was undeniably the best game on the system, and nothing has appeared in the intervening two years to challenge it. For Core it was massively successful – they estimate that 80% of UK Mega-CD owners have the game. The hope of the Derby developers is that the sequel, now in feverish development, will do the same on the Saturn. This time, they're aware of stiffer competition (this month's Wing Arms for starters) so are pulling out all the stops to create something special.



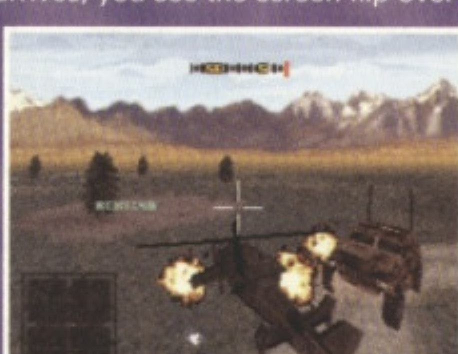
The basis of the original Thunderhawk is easily seen in the first, rough demo. Incidentally, if things look a bit 'samey', that's because only a single level was playable. The game is again split into a series of campaigns, dictating the terrain, and these are subdivided into short missions. Core have taken on board comments that the original Thunderhawk missions lacked depth or were too short, but at the same time aim to keep the game dynamic and accessible for those not interested in flight sims.

The 3-D landscape generator keeps some of the character of the original game, but greater sophistication allows the use of height features, with hills scaling smoothly into view. The enemies are now created from complex polygons. As our pics show, they look even more impressive close-up, retaining their detail and with none of the pixellation of the old sprite images.

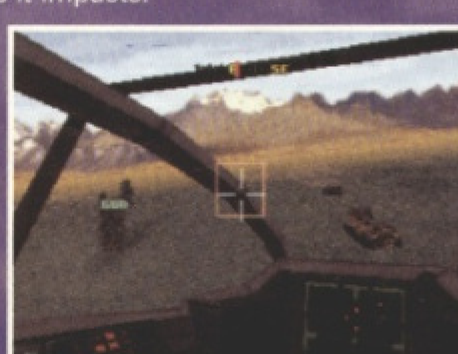
It's hard to believe that a game with so much work still to be done could be out before Christmas, but Core reckon that much of the coding will be portable from the concurrent PC version, which is nearing completion. In fact, the programming team think they can do it within a week. Mindful of Core's particular characteristic when it comes to meeting deadlines (Tee-Off and Swagman are two inhabitants of development limbo) we expect it with an air of restrained (but enthusiastic) anticipation.

THE VISION THING

If we said Virtual Viewpoint, you might excuse a cliche which does have relevence to Thunderhawk 2. The game offers you internal cockpit or external viewing. The latter is quite sophisticated, and requires some getting used to. It's easy to rotate around your 'copter in real time, so easy in fact that the viewer and your actual firing line are different. A click on the top buttons quickly rectifies this. One little party trick is the target viewer, which works when your missiles lock-on. You can take a view from your intended target, along the axis of it and your plane. When the missile strike arrives, you see the screen flip over as it impacts.

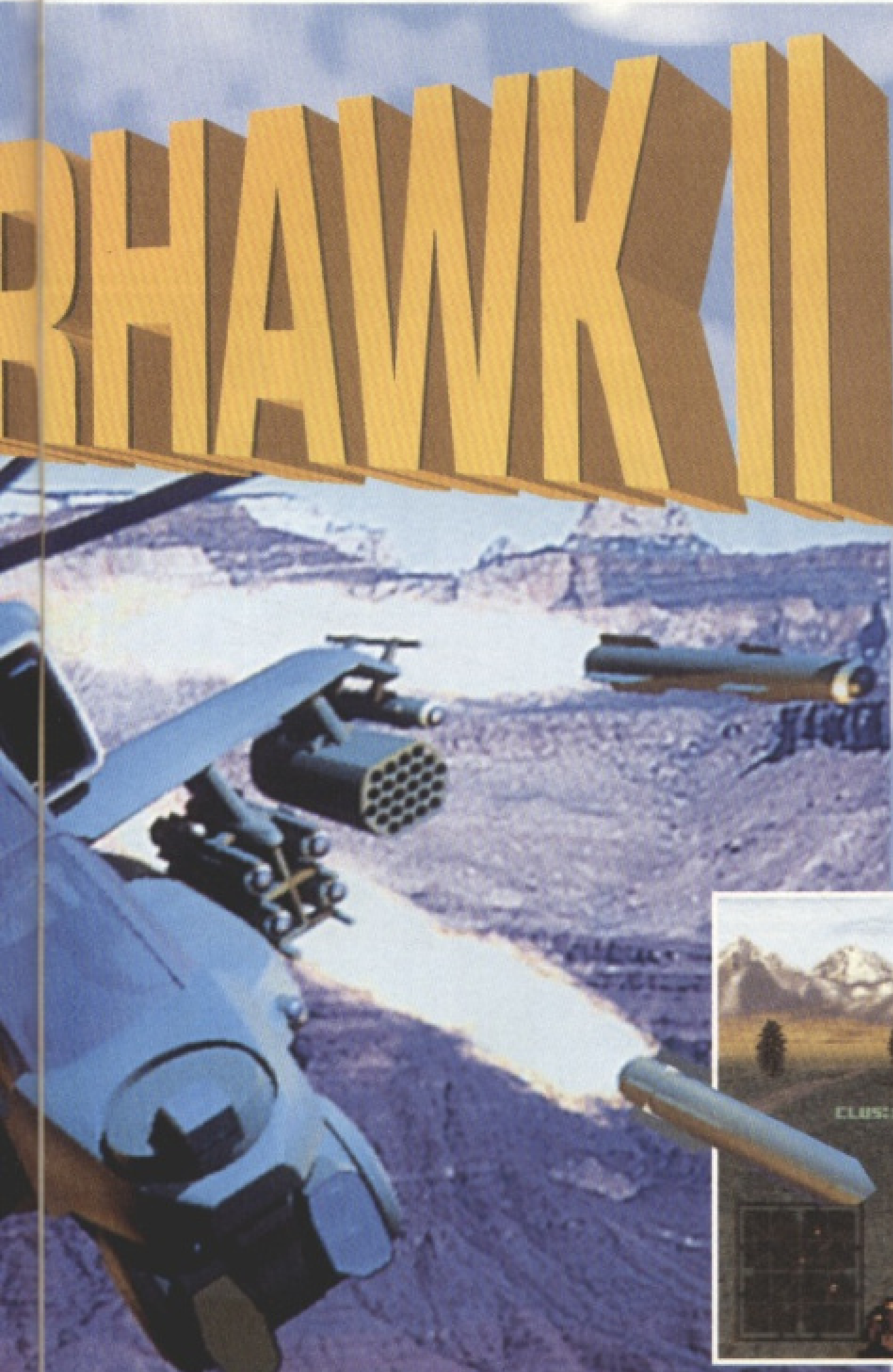


Gus's flatulence ignites the helicopter's cockpit. Sadly, Core forgot to include parachutes.



Enjoy the in plane stereo, mobile phone, Soda Stream and mini dishwasher before you suffocate.





AN EVIL INTELLIGENCE

The range of hardware ranged against you is as great as in the original Thunderhawk, but will be even more intelligently employed against you. The enemy choppers best demonstrate this, with the way they react to your flight patterns. Destroy emplacements and you will also see individuals flee the wreckage. Core intend to add a gory element by letting you gun down these wretched individuals, listening to their death screams in the process.



Take aim, lock on and fire! Hold on, I think I forgot the lock-on part.



Lucy annihilates her dodgy lodger with a carefully aimed heatseeking missile.





And that is your mission. This message will self destuct in...BOOM!!!

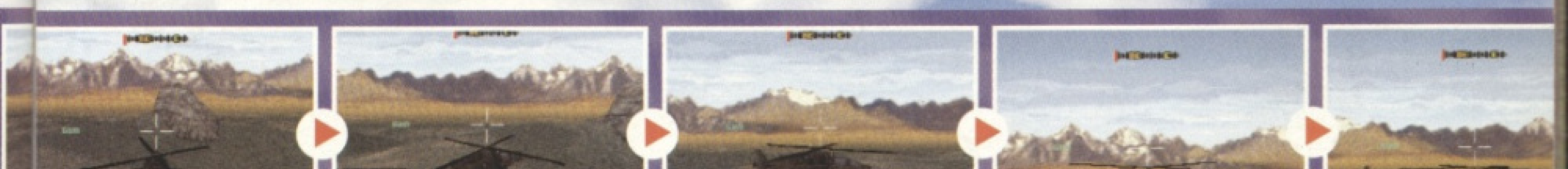




Should you wish to inspect the grass, then this is the game for you.



It's my first time at writing captions and this is the picture I've been given. Thanks very much.



BY	SEGA (AM3)
GAME TYPE	DRIVING
PLAYERS	1-2
PRICE	TBA
RELEASE	DECEMBER
COMPLETE	

Your eyes do not deceive you, this is indeed the second preview of Sega Rally in as many months. But what could possibly have been added to merit this second, pre-judgemental look at AM3's first Saturn title. "A hell of a lot" can be the only satisfactory answer.

The initial promise of last month's demo has given way to moist optimism as a new demo takes the conversion a leap forward. Not only have AM3 added the third, and crowning Mountain track, they've gone back and enhanced the Desert and Forest tracks we brought you last month. The fifteen car Championship mode is in, which treats the three courses a separate stages for a grand rally. There is a great deal more in the way of roadside detail — spectators, zebras and fluttering flags, and the full presentation of the coin-op, with the voice of your navigator and his idiot-proof direction indicators.

The metaphorical glacé cherry on all this is the hidden bonus track: Lakeside to arcade veterans. This shows of the graphic-shifting powers of the Saturn to the absolute limit, with an autumnal forest of depth flashing past a torturous winding course. Sega Rally is shaping up to be the Saturn title of the year.

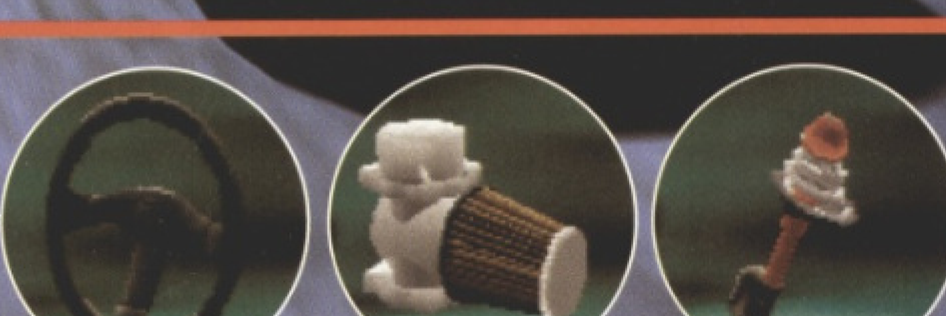


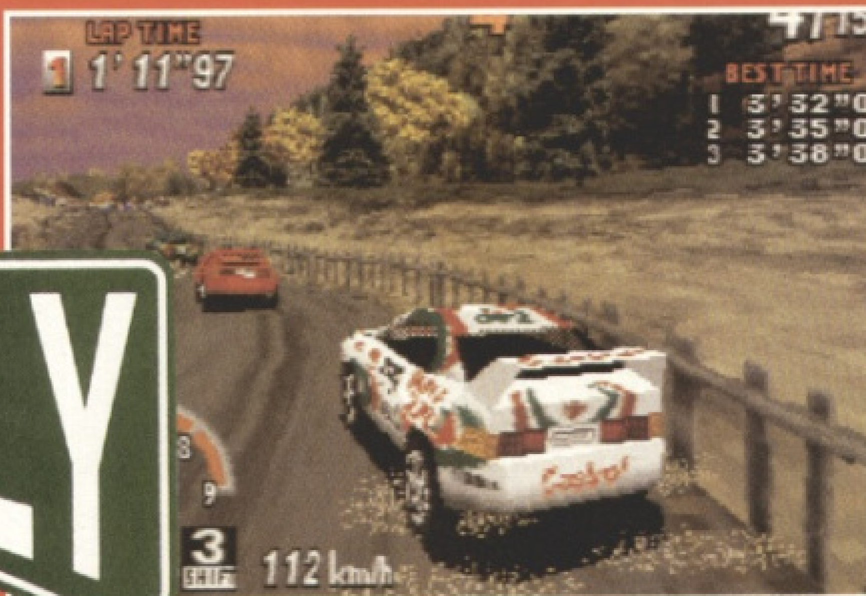




QUITE FIT FITTERS

Last month we told you there were twelve cars. We lied: there are only four — automatic and manual versions of the Toyota Celica and Lancia Delta. Being official we can't get away with that sort of nonsense anymore. We are sanctioned to tell you that you can create and save a 'tuned car', which you create in the garage section. Tyres, front and rear suspension, handling are alterable, as well as the mysterious blow-off valve. You can blow off to your heart's content. Frankly, we prefer driving the damn thing.





LAKESIDE, THURROCK

Battle your way through to the three-course championship and you get a chance to tackle the Lakeside track. At the moment, getting here is a tough proposition.

Lakeside looks completely different from its neighbouring tracks, with amazing visual detail.

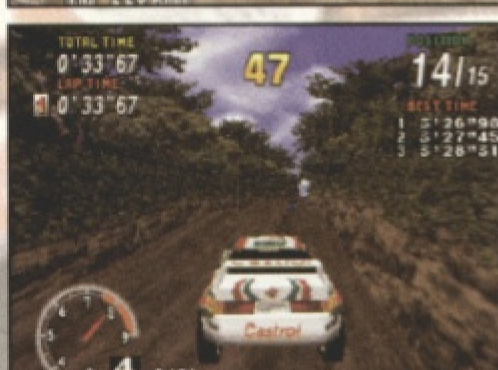


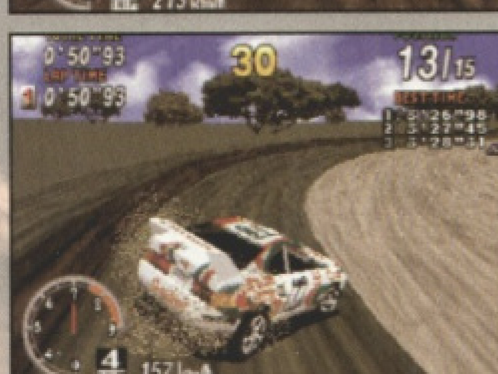
All the leaves are brown (all the leaves are brown) and the sky is grey...



DESERT



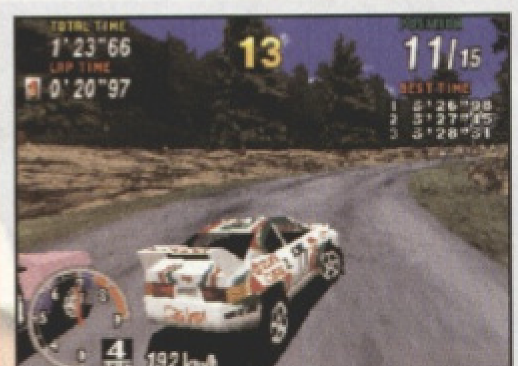


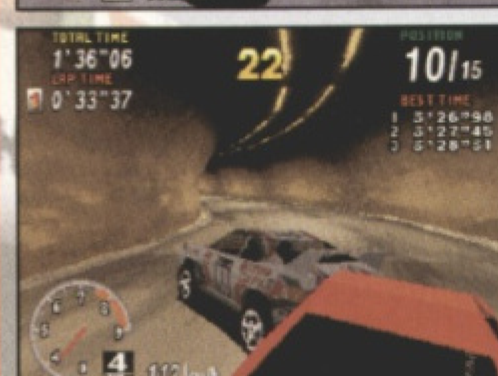


The go-faster style texture stripes, the funny bumps, the helicopter near the end. It's all there.



FOREST



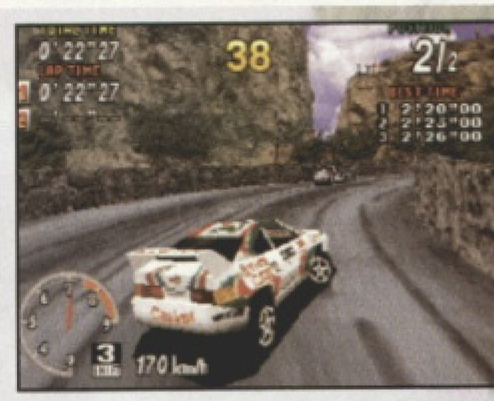


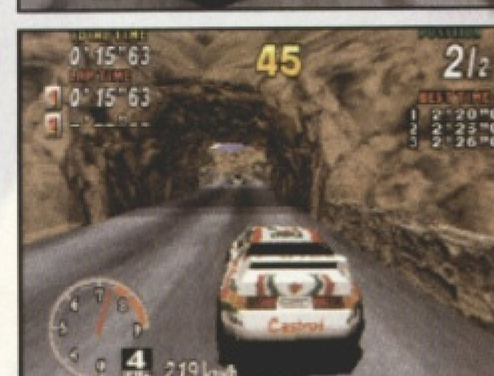


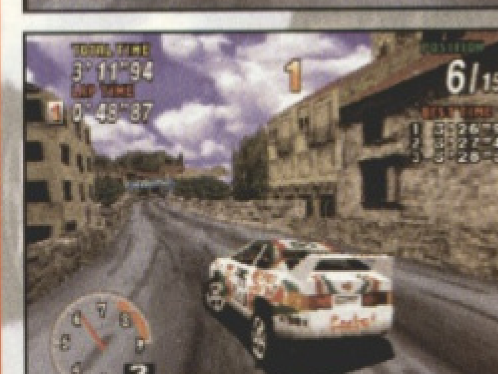
The slow climb, the intrepid spectators, the winding mountain side track. It's all there.



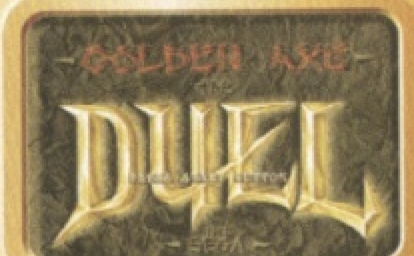
MOUNTAIN







The spire on the town church, the low-roofed mountain pass, the mad dash through the village. It's all there.



BY: SEGA

GAME TYPE: BEAT 'EM UP

1-2 PLAYERS

PRICE: TBA

RELEASE: TBA

COMPLETE

So far, the Saturn has made a respectable stab at various arcade conversions: Virtua Fighter, Daytona USA. But the launch of Golden Axe: The Duel heralds the arrival of the true arcade experience in the home, courtesy of the Titan system.

Titan was developed last year by Sega to complement their more expensive model 2 board coin-ops, and uses more modest technology. However, it's technology that ports very well to the Saturn – which shares Titan's essential features. Golden Axe, the first Titan project, comes across as a pixel-perfect conversion.

The legend of Golden Axe is several chapters long. First came the coin-op in the late Eighties, a side-scrolling fantasy beat 'em up that wowed them in the arcades.

A creditable Megadrive conversion followed, being one of the first essential games on the machine.

From there, things went a little pear-shaped. Both the second and third instalments tried to improve on the appearance, but did nothing to update the gameplay. Golden Axe III was such a poor effort that Sega UK didn't bother to release it.

For the Titan game, Sega have taken the characters and the magical element of the previous game and applied them to the familiar one-on-one beat 'em up scenario. Foolish, you might think, with Mortal Kombat, Streetfighter, Primal Rage et al sewing up the market, but Golden Axe: The Duel looks, as Mr Kipling might put it, exceedingly tasty.

The multi-layered backgrounds exploit the colour facilities of the machine more than any other game we've seen, and feature some neat animations. The characters are bold, detailed and well animated, and the gameplay don't stink either. The other ace up Golden Axe's sleeve is the sensational magic power moves with dominating special effects.

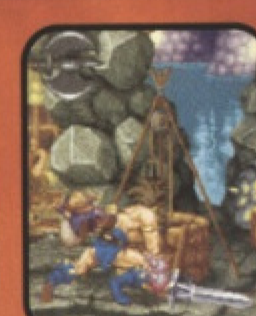
The import version of the Duel is out, and Sega UK have yet to schedule a release. From what we've played of it, this should hold its own in the combat zone without any difficulty.

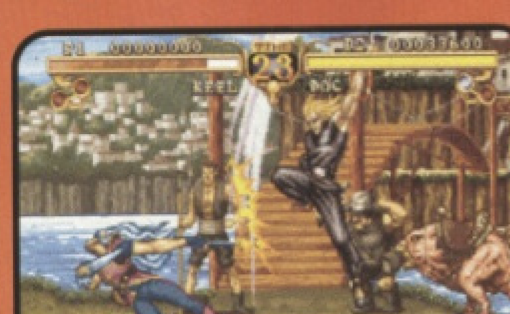




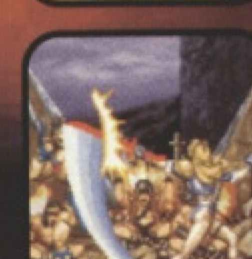












More supposedly hard beat 'em up boys show-off their mincey ballet routines.

LEGENDARIES

Several of the ten characters will be familiar to Golden Axe veterans, particularly Kain Blade, Milan Flare and Gilius Thunderblade: the original trio of heroes. Baddies get a look in with Death Adder, the head nasty himself. The other characters are a mix of brute strength and speciality attacks, including a rotund bombadier (Panchos) and a necromancer who can turn adversaries into frogs (Zoma).



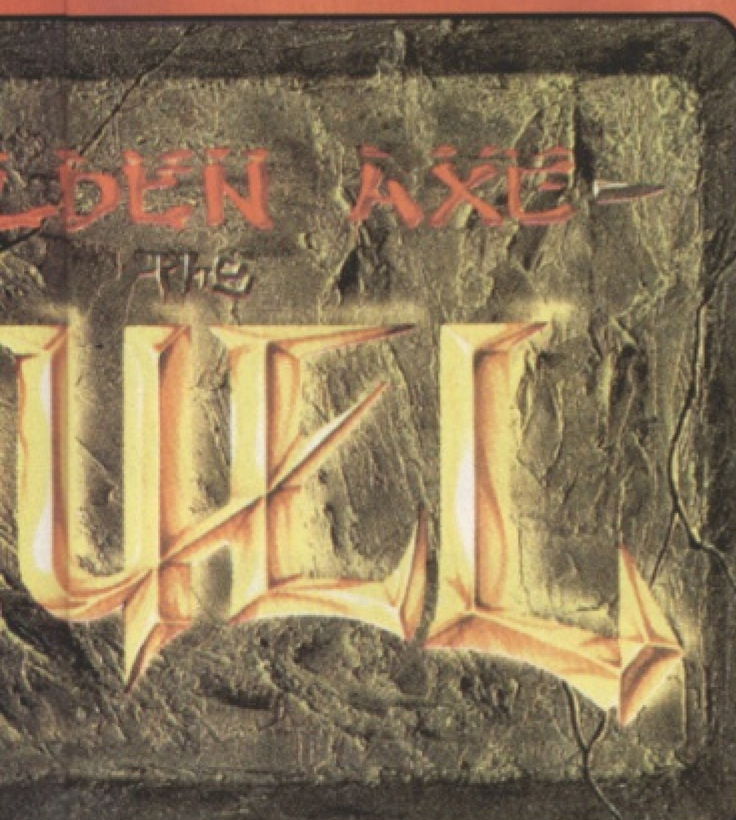
HOCUS POCUS



Another Sega Power editorial dispute ends in tears.

In addition to their normal or special attacks, the ten characters can employ their magic potions to enhance their fighting skills and devastate their opponent with a massive spell attack. This is integrated within the game using the cute elven characters from the previous Golden Axe games. These pint-sized characters flit across the bottom of the screen during the battle. Hit them and they pop a potion, which may be collected and added to your potion meter. Get enough and you are ready to enjoy a short period of magical empowerment.









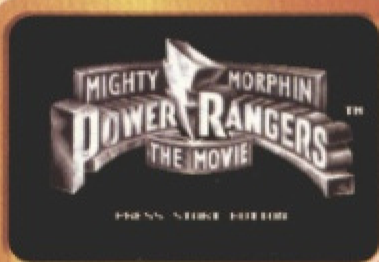




SCALE OF JUSTICE

The Duel uses graphics scaling to allow the characters more room in which to fight, but the effect is used with more panache than previous attempts like Battle Monsters. The perspective will zoom out and in smoothly depending on where the fighters are in the playfield, which covers several screens at the highest magnification.





BY SEGA

GAME TYPE BEAT 'EM UP

RELEASE NOVEMBER

PRICE TBA

1-2 PLAYERS

16 MEG

COMPLETE









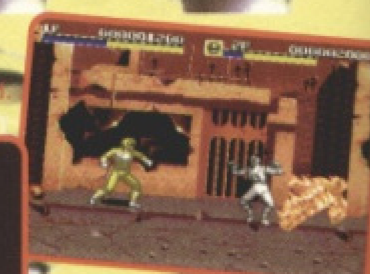
It obviously makes no difference how crap the Power Rangers are (and they are as crap as one of Crappy McCrapper's famous curry craps), games will still be made, money will change hands and kids will weep.

This makes no odds to us, as we are of course now in thrall to our great Sega paymasters. So this game is great kids, honest. Not that we would evaluate it in our non-judgemental preview slot. Anyway, back to business. This is the second Power Rangers Megadrive game. The first was appalling. The Mega-CD FMV title was also appalling. They both captured the spirit of the 'Kids' TV programme and GMTV, in fact, perfectly.

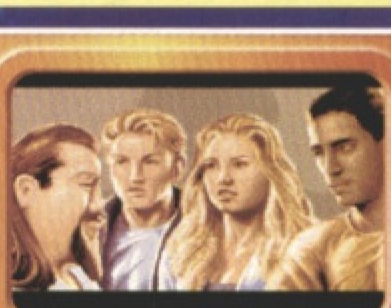
This is a beat 'em up. It looks like, as rumour suggests, that the Streets of Rage engine was dusted down, Blaze's thighs became Trini's thighs and the forces of Goldar replaced the punks and pervs of SOR's seedy sectors. The sectors are no longer seedy. They're pinky. It's unlikely that Yuzo Koshiro was called in to do a House soundtrack.

A review next month, after the hunky weather guy. So remember, stay tuned.









BY SEGA

GAME TYPE BEAT 'EM UP

RELEASE NOVEMBER

PRICE TBA

1-2 PLAYERS

16 MEG

COMPLETE

VR Troopers and Power Rangers previews on the same page! It really doesn't get better than this. These guys ROCK! I'll see anyone outside who disagrees – like the dork who wrote that Power Rangers preview. Okay, the 'Rangers suck, but these guys are different altogether. I mean, they really rock.

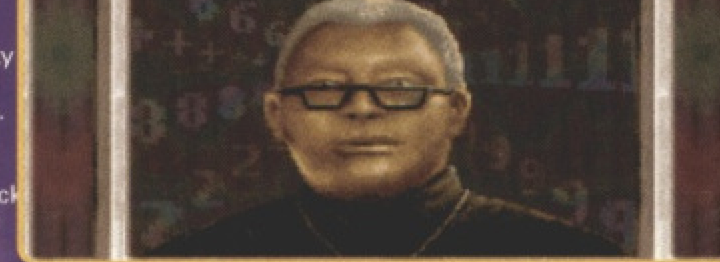
So what if there are similarities? The Troopers improve on the genre. In fact, they're probably a post-modern ironic celebration of the Power Rangers. Yeah, they're the Power Rangers revival before the Power Rangers split up. The 'Rangers will come and go, but the 'Troopers will never die.



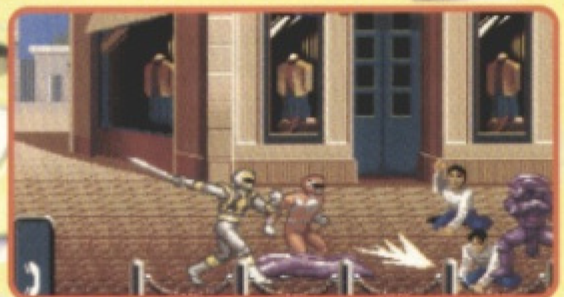


This is a beat 'em up. But it's totally different from the 'Rangers one because A) I think it rocks, and B) it's one-on-one, so there's none of those poxy scrolling routines. The 'Troopers don't need to scroll to keep my attention.

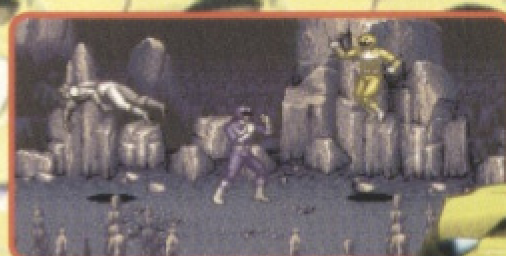
So you put the VR Troopers against a selection of their enemies, and there's some mechanical things in there. And it all takes place against the sort of backdrops you'd expect to find in a quality TV show – derelict sites, swamps, cheaply-decorated lairs and old Power Rangers locations. This game means serious business, although MEAN MACHINES wouldn't say that in its non-judgemental preview. So you'll have to come back next month to hear what they have to say about my beloved Troopers.



MORPHIN ...R RANGERS THE MOVIE







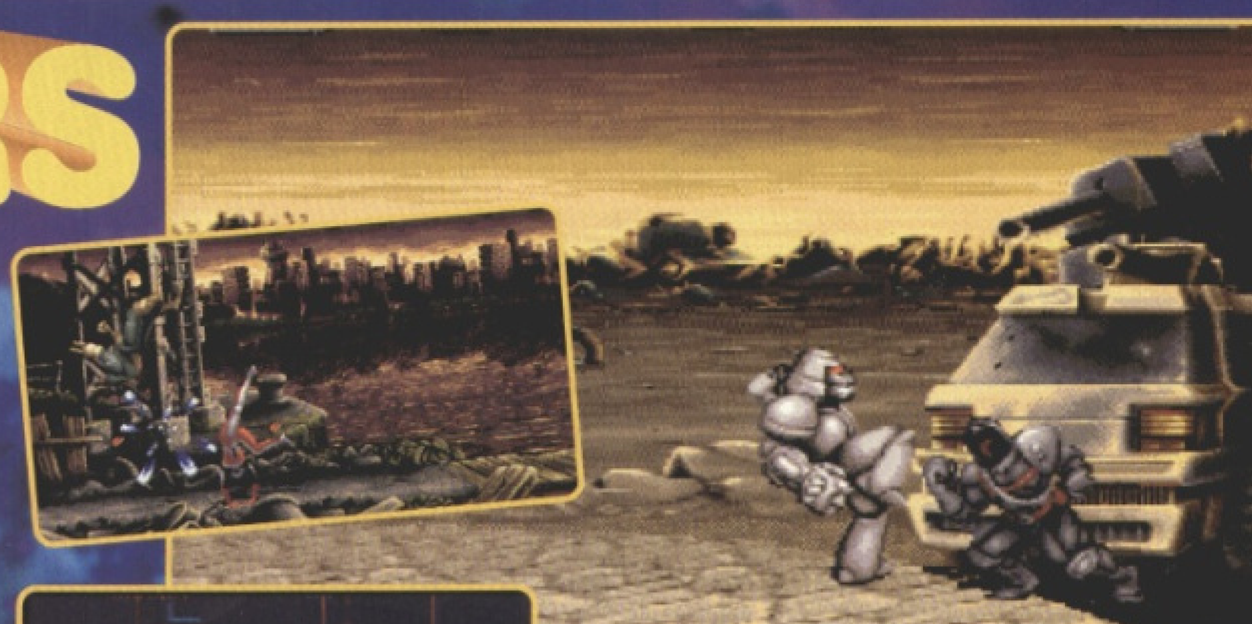


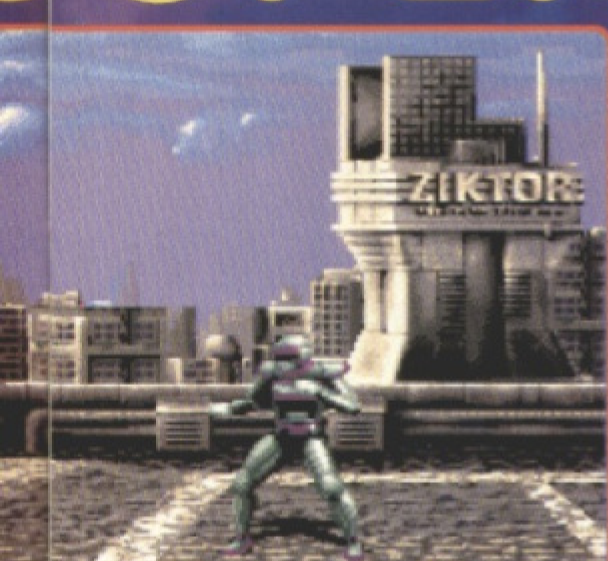


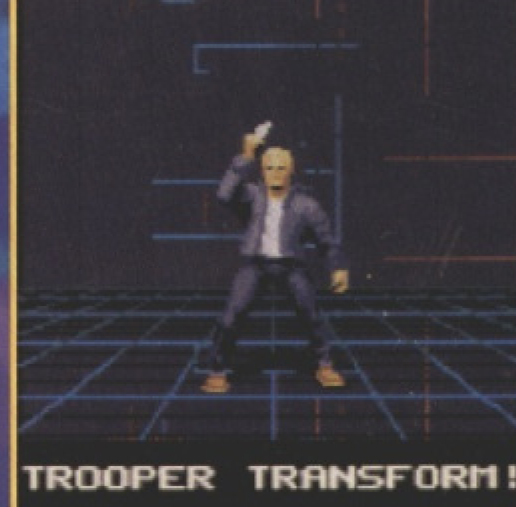
DRAMA IN LUREX

What is lurex? It's one of those words people who have never seen such a thing use. However, we can safely say that there's lurex in Power Rangers. There are also Zords. What are Zords? It's one of those... In fact, we do know that Zords are the incredible machines that the Power Rangers have access to. And if you buy this game, you get access to them to, with several Zord interlude levels – where machines get into the action!

OOPERS









DISCLAIMER

These previews were written by some saddo fan and certainly not by a staff member, all of whom are screened for such peculiarities before writing for MEAN MACHINES.



BY: SEGA

GAME TYPE: MOVIE

1 PLAYERS

PRICE: TBA

RELEASE: DECEMBER

COMPLETE

WIREHEAD

A Mega-CD game! MEAN MACHINES will be following this up next month with the less rare, but still exhilirating sight of Halley's Comet passing earth. But enough satire — brush down your turntable and let the game commence!

Wirehead is one of them interactive movie things. It's actually a MGM production, showing just how sophisticated these things have come since the day of night trap. Wirehead is more than just wobbly sets. It has stunts and special effects, but more importantly, it has humour.

You may have found yourself laughing at game of this type before, but now you can laugh with them, with slapstick sequences and 'hair-raising' escapades.

Your role in all of this is to decide how Wirehead acts, and which directions to take. Wrong moves eat up the battery energy on his hearing aid thingy (ie. cost you lives).

If you are into this kind of gaming experience, then look out for Wirehead, nestling amongst the similar affairs of Surgical Strike and Fahrenheit, on your shelves soon.





This is the Commisariat of good gameplay. I'm sorry, you can't bring that game in here.

KERB CRAWLER

Part of the Wirehead experience is a skateboard trip down a suburban street. It's typical of the reaction-based gameplay and situations the game takes. Whilst trying to avoid the hoods, you also face roadworks, a woman with shopping, removal men and an old biddy's picnic table. Crashing into any of these is mildly amusing but, unfortunately, costs you a life.





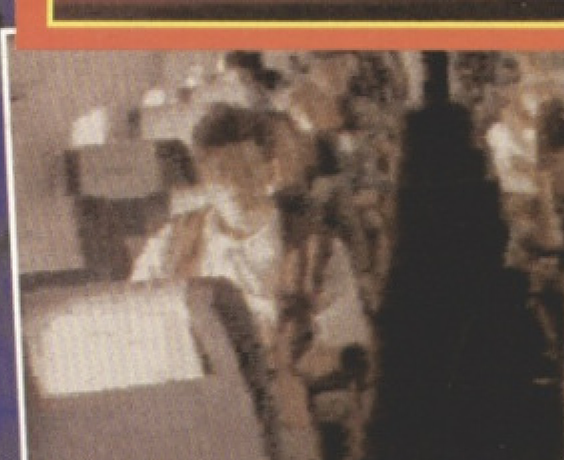


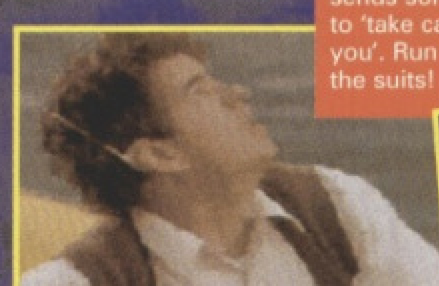
WANTED

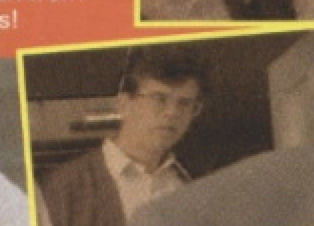
In Wirehead you are a strange nerdy guy with some kind of prototype electronic gadgetry linked into your head. Somebody wants to get that stuff real bad, and sends some suits to 'take care of you'. Run from the suits!









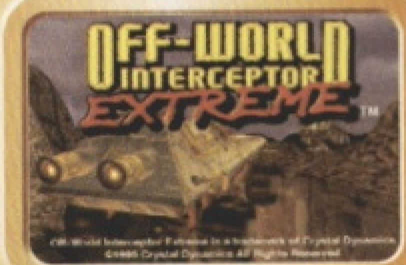




Wirehead's exciting car trunks.



OFF-WORLD INTERCEPTOR EXTREME



BY	BMG
GAME TYPE	SHOOT EM UP
PRICE	IMPORT (£85
RELEASE	NOVEMBER
PLAYERS	1-2
COMPLETE	



A time will come when there is no more space for cars on Earth. Every NCP car park, every single yellow line, every Avis rental lot and every Fisher Price garage will be full to the brim.

Then, the autophiles will take their four-by-fours and look for planets that offer the space to allow them to cut up, rev up and blow up the automobiles of the next millennium. Probably. But it's a good excuse for a game, and Crystal Dynamics, the high-profile US developers have used it as the basis for Off World Interceptor — a game where you explore the wonder of new worlds, with the comforts of Radio 1 and directable heating vents.

And, if you will, missiles, mines, energy shields and the largest tyres you ever did see. Off World Interceptor is half-race, half shoot 'em up, with a series of hostile terrains to cross, and a range of enemies to fend off. The game uses a distinctive scaling graphics system and a range of cockpit views, running at a fair lick.

It's the first of Crystal Dynamics' games being handled in the UK by BMG, and there's more to come, as the ad that accompanies the game demonstrates. It was previously on the 3DO, but the extreme label shows the special additions tailored to the superior Saturn owner. What's more it will be out for crimble and reviewed in this very organ next month.









PLUCKY PLANETS

Play in story mode, and the game sets the levels in order — with a FMV storyline in between. The arcade mode gives you a clearer idea of the range of planets, each with distinctive terrain types and hazards, many of which are spectacularly animated.

SPLIT REALITY

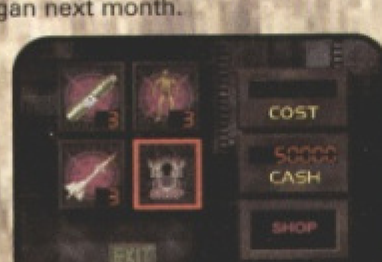
Off World's most enticing option is a split-screen mode, making it a genuine two-player racer. The general idea is much like the single-player mode, but this, of course, a battle, with your destructive capabilities wreaking havoc on your friends.













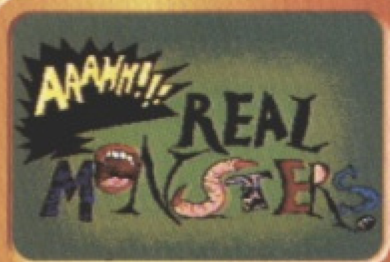






Brings back memories of the Banana Splits opening. Na na na, nana na na





BY: VIACOM

GAME TYPE: PLATFORM

RELEASE: NOVEMBER

PRICE: £39.99

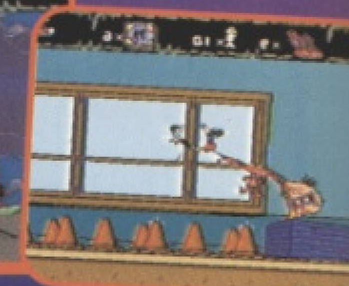
1 PLAYERS

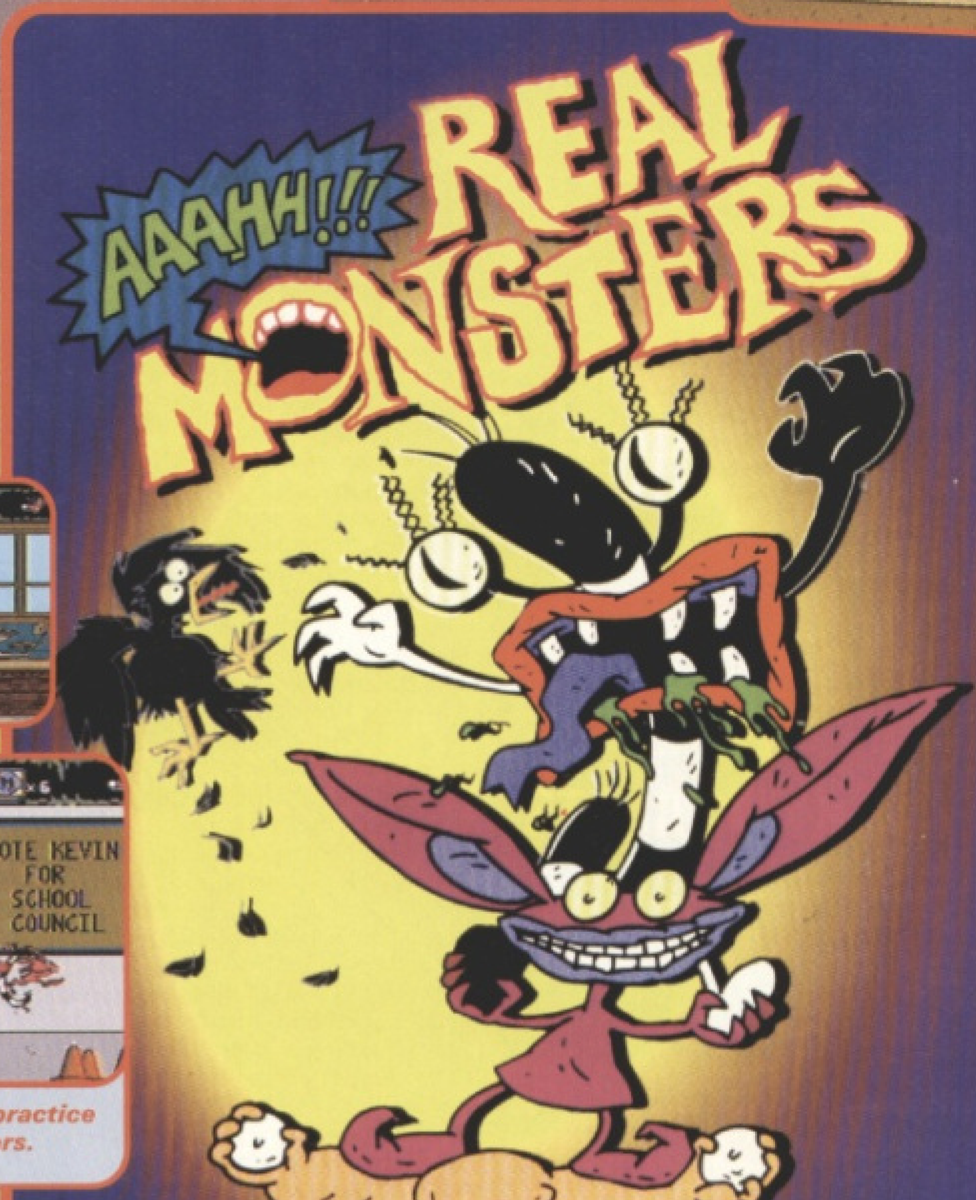
8 MEG

COMPLETE

In how many games can the central characters boast names like Ickus, Krumm and Oblina? Aaahh! Real Monsters can, and with a title that's just as weird it's no surprise really is it? This is a game based on the 'hit' animated series of the same name, and your task is to help the three creatures pass their monster exams. A three-way control method is employed, similar to that of Animaniacs, each character having different skills than the others. They can also join forces to throw each other to previously unreachable heights. There are over 25 levels situated around the City Dump, Natural History Museum and Post Office amongst others, plus 5 bonus games, so there's plenty of scaring to be done.



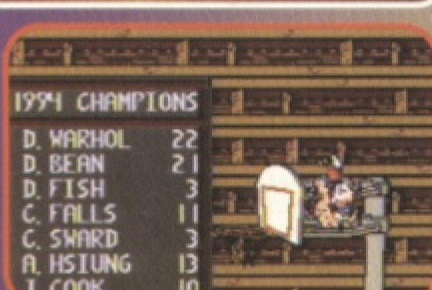








Five-fingered netball practice with the scary monsters.

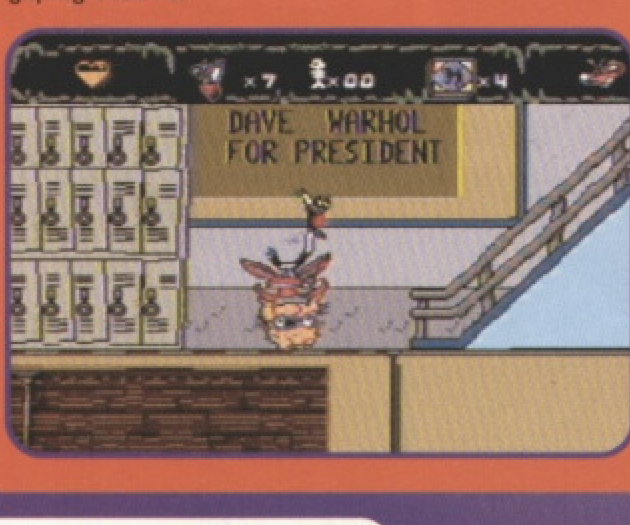


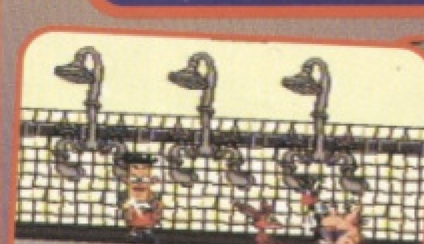
I'M SCARED!!!

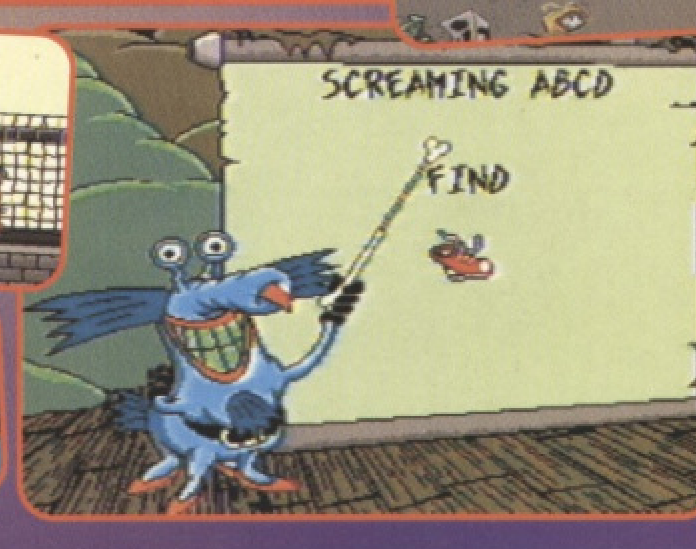
As mentioned before, each of the characters can link up to perform a special move. If you control Mr Skinny, you can stand on the others' heads to reach higher platforms. The Pink Blobby Thing can take out its eye for you to move it around to look at the level. The Purple Monster will link arms to throw you across gaping chasms.

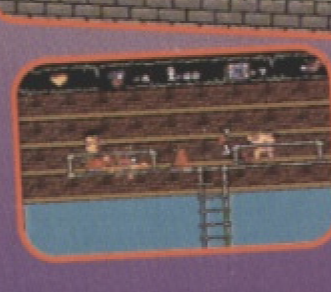














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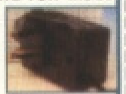
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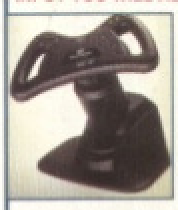


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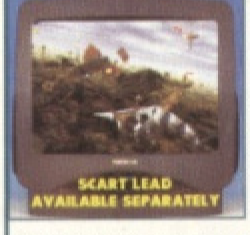


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BY: SEGA

GAME TYPE: PLATFORM

RELEASE: NOVEMBER

PRICE: TBA

1 PLAYERS

8 MEG

COMPLETE

GARFIELD

While the thought of Sega's forthcoming Garfield games may not arouse much excitement, the Game Gear version of Caught In The Act is going to be worth a look for the simple reason that it's the format's first 8meg cartridge. All this extra memory has been squeezed into a game with a level of detail quite unlike anything we've seen on the Game Gear before. In fact, in some ways it's a great deal more impressive than the Megadrive version, which looks as though it had more work spent on its sheer size rather than its looks and playability.



The Game Gear version of Garfield takes a number of elements from the Megadrive game, rolling them into busier, and generally more ambitious new levels. Not only are level structures different but some effort has been spent 'remixing' everything else into something new. The game sees Garfield and Odie sucked into their television set by a mysterious power. Garfield is forced to bring Odie through reruns of the films still buzzing around inside. So, if you feel inclined to push a whiskery orange blob around a screen in search of pizzery power-ups then it looks like you might be better off with this than the Megadrive version. Let's go check out the fridge.

















Garfield scaling a totem pole? Surely shome mistake?



Whenever our cat strains like that it's time to scarper.







STEVE'S TIPS

My EMAP initiation ceremony was a strange affair, to say the least. Firstly, I took part in the traditional bottom-slapping to the tune of Neighbours, closely followed by worship to the Lord EMAP statue, during which we all swung joypads around our heads. Then, after a short break for the sacrifice of the live chicken, we finished up by being paraded in front of the higher members of staff wearing leather, diamond-studded thongs. Ah, the life of the new employee. Anyway, I want tips. I need tips. If you have anything of interest for my viewing pleasure do not hesitate to send it to: YOU DID WHAT WITH THE CHICKEN? TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Thank you.



WIN A SATURN GAME!!!

Here's a little incentive for all you Saturn owners. Once you have played whatever games you own, pop down some tips and send them into me and for the best tip, every month we'll be giving away a shiny new Saturn game to the sender, so get scribbling and licking those stamps!

FEVER PITCH

LEVEL CODES

Paul Henrick from Derby has sent in loads of top codes for this top game. Top man! Anyway they let you play as Brazil in any round you want. The letters in bold have to be yellow when you enter them, the others have to be in white.







ASIA:

BLABBBBBBBCCVP: (vs IRAN)
BBBBBBLGBFC**D**: (vs CHINA)
BCBBBBLD**X**GL**N**: (vs AUSTRALIA)
BCLBBBLC**D**KW**X**X: (vs JAPAN)
BCMBBBLBVKB**62**: (FINAL vs SAUDI ARABIA)

AFRICA:

BCMBBBLGVMLL: (vs MALI)
BMMBBBLFBNWVX: (vs TUNISIA)
BMMBBBLKBPB4L: (vs GHANA)
BMMBBBLPBRC**D**X: (vs EGYPT)
BMMFBBLC**X**TB**NZ**: (vs CAMEROON)
BMMFBBLH**X**VC**X**2: (vs IVORY COAST)
BNMFBBLC**D**WM**6**S: (FINAL vs ZAMBIA)

AMERICA:

BNMFBBLH**D**2CL**4**: (vs BOLIVA)
BNMFBBLM**D**4LV**Q**: (vs ECUADOR)
BNMF4BLBV5C4G: (vs USA)
BNMF4BLGV6L**D**8: (vs COLOMBIA)
BNMF4BLLV7W**N**X: (vs URUGUAY)
BNMF4BLQV8B**X**L: (vs MEXICO)
BNMF4BVBV9M**6N**: (FINAL vs ARGENTINA)

EUROPE:

BNMF4BVGV**F**MLQ: (vs PORTUGAL)
BNMF4BVLV**G**VVT: (vs SCOTLAND)
BNMF4BVR**XL**C4**2**: (vs BULGARIA)
BNRF4BUC**X**QL**D4:** (vs SWEDEN)
BNRF4BVH**XT**L**N**6: (vs SPAIN)
BNRF4BVM**XV**B**XN**: (vs FRANCE)
BNRF4BVR**XX**M**6B**: (FINAL vs HOLLAND)

WORLD:

BGRF4BVC**X1**B**6**Z: (FINAL vs ALL STARS)

MEGADRIVE



Theme Park

STOP WAGE RISES AND CODES

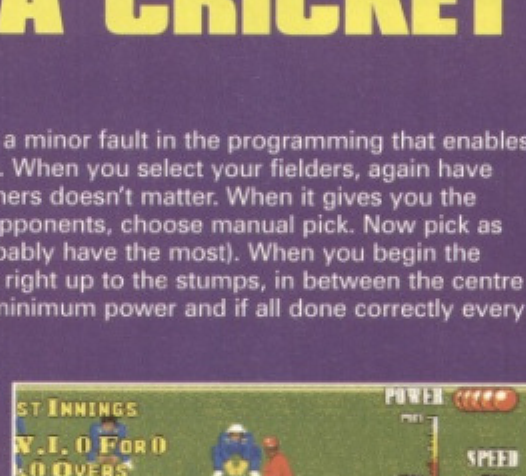
We've been inundated with Theme Park codes and cheats so I've decided to round up the best ones, bung them in a pre-heated oven for 30 minutes and serve with a chilled white wine and a helping of Basil. Here's a selection of codes, sent in by Adrian Pemberton of Walsall, Christopher Maben from Mayfield and J Foxy of Foxyville (!).
SAKCQAAAFFP
1AKDQAAAEQM
EAKDQAEAC8G
BAPDQAEADPR
7AKDQNFCSMY: This gives you £82,293,000.
FAAACLADX8E: This gives you £119,000,000
Adrian Pemberton also sent in this little tip to stop the increase in wage rises. As soon as you hire a member of staff, go to the query screen and highlight him. Then lower his monthly wage a bit and exit. Then, when the staff decide that it's time for a wage increase, they will increase to the original hire price. Cool! He doesn't say how many times you can do this, but you can't have everything.

BRIAN LARA CRICKET

EASY WICKETS

Following on from the tip last issue, I've found a minor fault in the programming that enables you to get left-handed batsmen out every time. When you select your fielders, again have two fast bowlers, but the placements of the others doesn't matter. When it gives you the option of manually of computer picking your opponents, choose manual pick. Now pick as many lefthanders as possible (West Indies probably have the most). When you begin the game and are preparing to bowl, put the circle right up to the stumps, in between the centre and left wicket. Now select a slow speed and minimum power and if all done correctly every lefty will be out first time for LBW! Howzat!





VIRTUA RACING

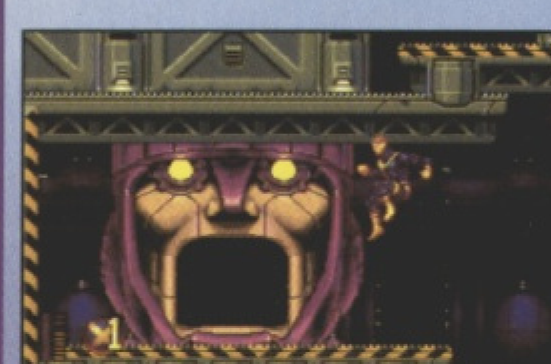
ACTION REPLAY CODES

So, there are some people out there who still use the Action Replay, and Simon Whitehouse is one of them. He has sent in some codes for Virtua that he describes as "really cool." You can judge that for yourselves.
FFD05 A0002:Puts you a long way behind the car.
FFD05 90002:Views 1 and 2 put you right in the nose.
FFD05 80002:Gives you a super flying car.
FFD05 BOOFF:Puts you a bit further behind your car.



X-MEN II

LEVEL SKIP



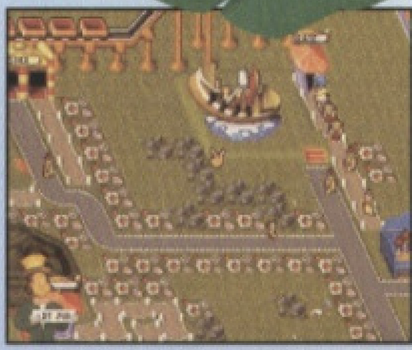
After our stunning features earlier in the mag on the Saturn and 32X games, I thought we'd continue the X-Men theme with a level skip cheat for the Megadrive version. Pause the game and then press Left and C together. Then press Up, Up, Left, Down, Down, Right, and C. If it has worked then you should now skip forward a level.

SATURN

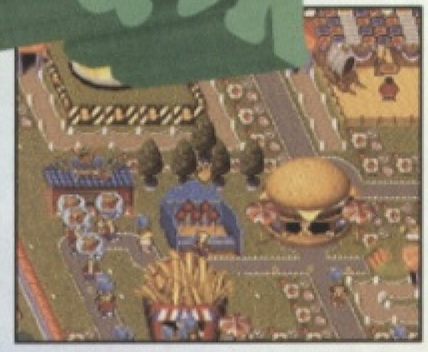
Theme Park

SEE BULLFROG WORLD

Roll up! Roll up! Ladies and gentlemen, boys and girls, cats and dogs, fresh fruit sellers and train spotters! If you want to see a complete version of the park, with all the rides and every little thing that you could possibly imagine, enter your nick name as DEAD and press end, then on the next screen press A and Z together and you'll be whisked of to Bullfrog Park to witness all the fun of the fair.





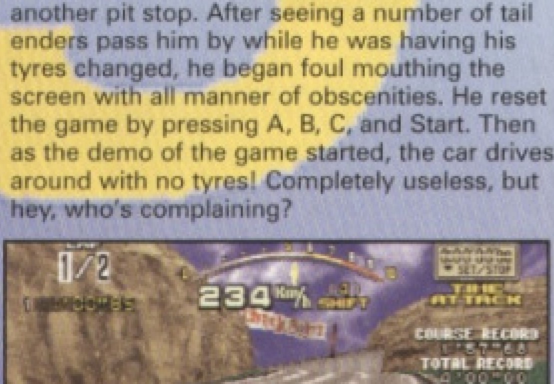


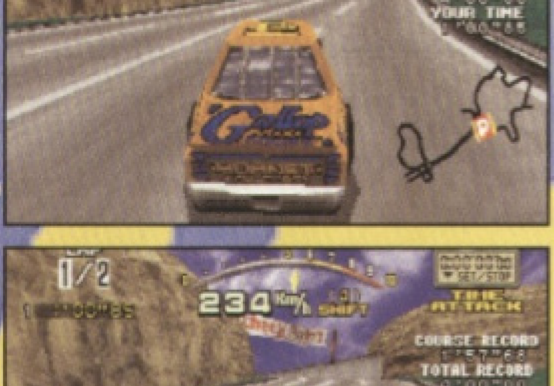


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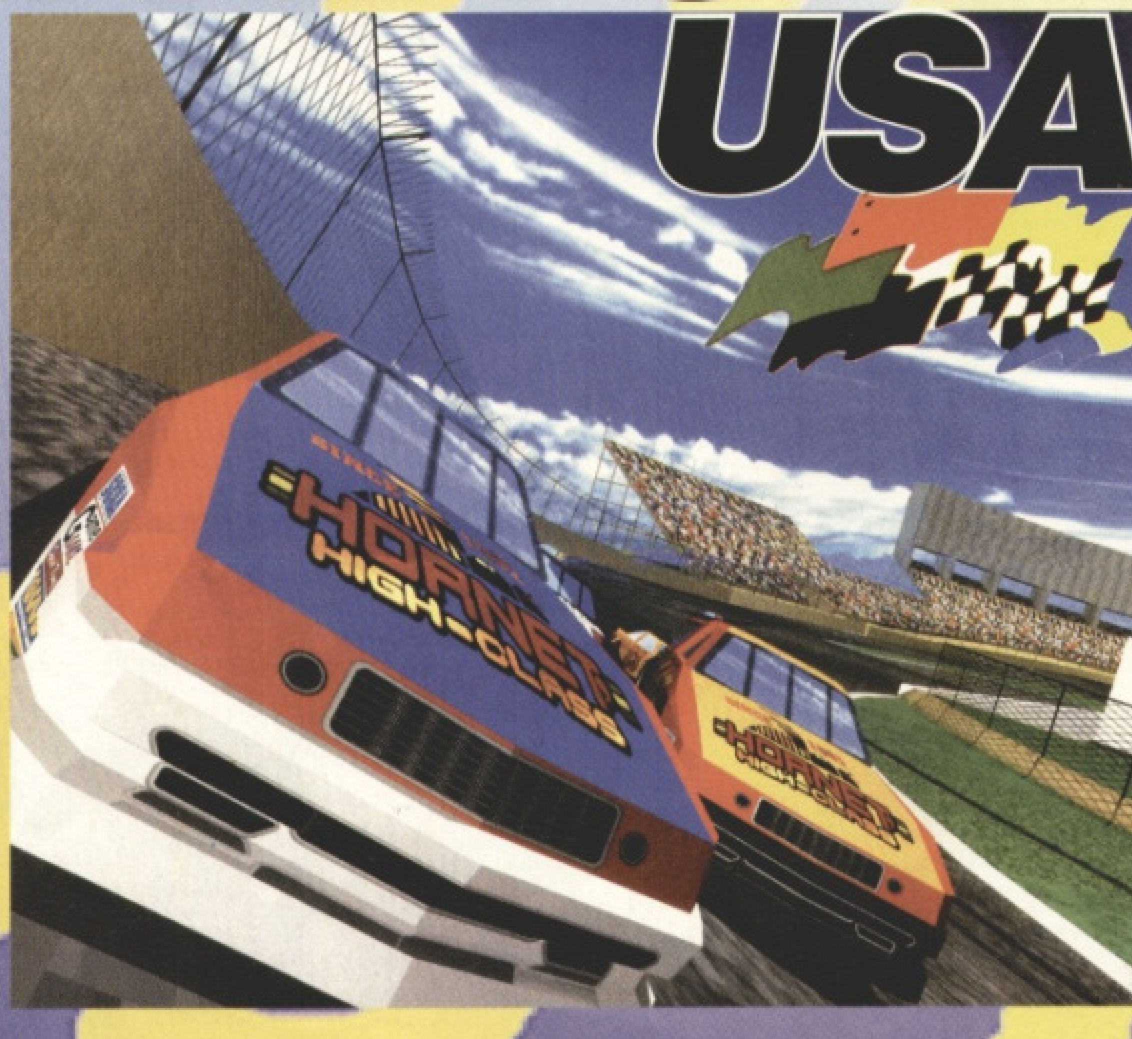
DRIVE WITH NO TYRES!

Congratulations must go to Gus for finding this tip in one of his infamous fits of rage. Whilst playing he was, shall we say, lagging behind somewhat, and was forced into making yet another pit stop. After seeing a number of tail enders pass him by while he was having his tyres changed, he began foul mouthing the screen with all manner of obscenities. He reset the game by pressing A, B, C, and Start. Then as the demo of the game started, the car drives around with no tyres! Completely useless, but hey, who's complaining?





DAYTONA USA™



DEADALUS

GENERAL CHEATS



This above average game isn't officially available yet, but obviously warrants someone purchasing it, as Robert Hughes from Sarf London did. He's discovered a few topper cheats whilst battling his way round the Doom-style levels. He says that you have to hold down L and R whilst performing the following:
To Skip to the next level: Press start on pad two.
Increase the power of weapon: Press X on second pad
To restock your ammo: Hit Y on Joypad 2
To fix broken shields: Hit A on the second controller
And to refill your generator: Press B on pad 2.



MEGADRIVE 32X

DOOM

START WITH ALL WEAPONS



Bit of a useless one this, unless you own a Quickshot Turbo fire six button joypad. Leo M. does, and although you can't actually play the game with it, he reckons that by plugging it in at the start and pressing X it will give you all the weapons, including the BFG 500, ammo for every weapon and 200% armour. Now plug in your normal joypad you can play on, fully stocked.



STAR WARS ARCADE

EXTRA SHIELDS

Leo, who's from Abingdon in Oxford, aslo sent in a couple of cheats for the 32X that we just managed to sneak in before the deadline. His first is for Star Wars, and lets you power up your shield on the surface of the Death Star levels. He says that if you shoot the hour glass shaped thing in the trench, where R2D2 flys you in, it will give you a shield power up. He also adds that if you manage to pull it off in training mode, it will be a great help as you can start Rebel Attack with an extra shield.



Light Crusader

This game won quite high praise when it was reviewed a couple of issues back, so in an attempt to prevent hordes of you phoning up and moaning that you're stuck, we at MEAN MACHINES (well Steve actually) have compiled an extensive guide to these sword and sorcery shinnanigans. Here is the first half, with maps and solutions for the first two levels.





Move the block onto the beam and push it round, on to the pressure pad.



Position the moveable blocks like this to get the bomb down without any aggro.





Using the platform shown, you need to move the barrel across diagonally, next to the door.



This is the second prisoner on the level. To release her just hit the ooze.



This is another simple puzzle, but it's worth explaining. Push the barrel next to the door and hit it. Get out of the way and wait for the explosion to open the door.



Whack the blocks to get the chest down.



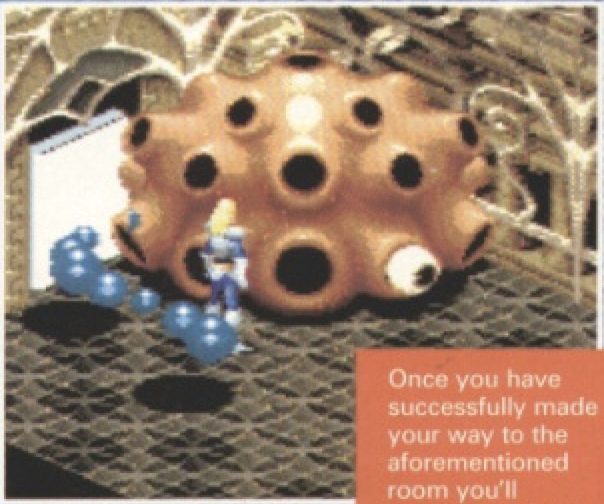
The key to using this map effectively is to make sure you do everything in the correct order. It won't ruin the game if you don't, but it makes it a hell of a lot easier. There are quite a few rooms on our map that are marked as empty. This doesn't necessarily mean that they're actually empty in the game itself, it just means they're not of real relevance to the tips. If for some reason you can't work your way out of these rooms then you either need to kill all the enemies in the room for a door to open or find another key. All the more reason to follow the guide properly, no?



Move the two barrels on the floor to here, so the other barrel can be moved on top and over to the door.

This is the first and easiest of many laser-related puzzles. Just hit the laser until the beam hits the door and it will open.

From the start, work your way to the spike room and then rescue the first prisoner. If you need to fill up your energy at the magic fountain, do so. Then re-trace to the start and go on to room number 5 and the first puzzle. Once the laser has been used to open the door, kill all the demons in the next room to open the door and get the key. This now lets you go through the door marked 7 on the map. The puzzle in the preceding room is simple in that all you have to do is move the block on to the switch to open the door. Once inside, you should find a couple of magic bonuses and a wall-switch, which needs hitting. The door that was previously locked in room number 2 is now open. Get to room 10 and, as you can see on the picture, you need to hit all four poles and the secret door will appear. The chest inside contains a pendant and in the adjoining room is a cat. Talk to your new furry friend and it will buy your items off you (it doesn't actually talk, but trust me, it would if it could). Now you're ready to face the first boss. It's quite tricky to kill as you have to get close enough to hit the eyeballs that appear in every orifice. Also keep an eye out (no pun intended) for bonuses that appear as you are slashing away. Your reward for killing this monster of epic proportions is the second key. Once this is in your grasp, work your way to room 14 on the far left of the map.





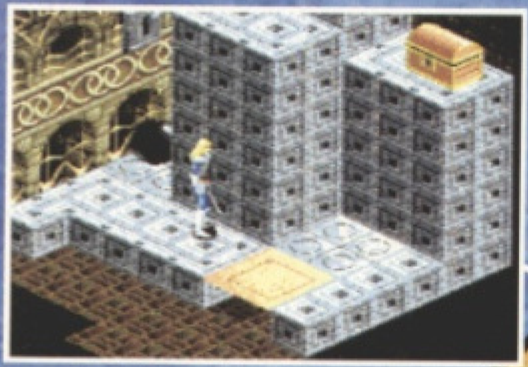
To open the door, all four poles have to be hit.

Once you have successfully made your way to the aforementioned room you'll encounter a mini version of the first boss, which is no problem really. The puzzle in the next room is another simple affair, requiring the barrel to be moved by the door. Explode the barrel to go through. Rescue the second prisoner and move on to room 17. The next puzzle is a little more difficult. You have to push the barrel on to the platform shown on the screenshot, and move the other block on the switch to move it upwards. Then you have to push it diagonally and by the door. In the following room hit the switch and go back to room 16, where the door should now be open. Room 19 is easy but watch out – as you walk in, a wind machine starts and blows three blobs down towards you. Take the time to save your game and proceed to room 20. The puzzle here is easy as long as the blocks are positioned as in the picture. This enables you to push the bomb down without getting it stuck. The next teaser, in room 21, is also easy – just push the block onto the beam and push it round. Now go to room 22, where the puzzle is a little harder. Move the two barrels on the ground to the position shown and then push the top barrel over them to the door. The chest in the now open room contains a rapier. Restock at the fountain and move on. The secret room is the same as before, so go in and on to the boss. This is harder and you must keep jumping and attacking to kill it as it swoops. Defeating him reveals the third prisoner, and he tells you about the evil Bloodrake. Go and talk to the king via the teleporter in room 28, and once you have the Talisman, go to room 29 and down to level two.

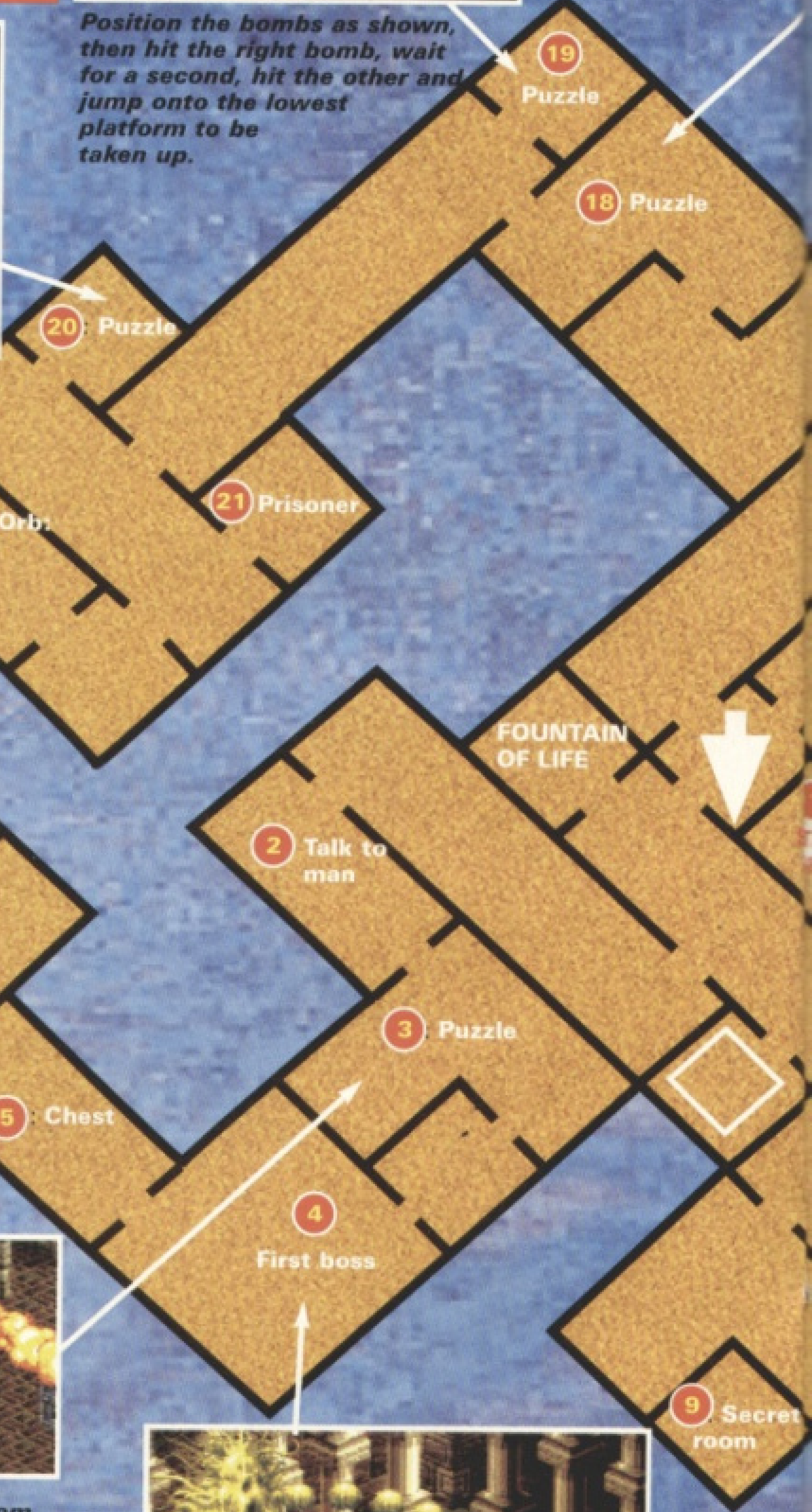
Things start to hot up as we get into the second level. Before you start, room number 7 needs some explanation. To get each Orb, you must go to the corners of each part of the map. To save time, the square marked re-trace is where you should work back to after every Orb has been collected. So now you know. Right, from the start, work your way through the unmarked rooms until you reach room 2. Inside here is a man who, when spoken to, will give you a key for the locked door behind him and many others too. Go through the door and on to the third room. This isn't particularly difficult but the combination of the wind and the goblin can soon sap your life. Kill the goblin and hit the switch by the locked door. Now move past the fire and climb up to hit the second switch and the door will open. Kill all the people in the next room to get a maximum life chest. Get to number 6 and step on the tiles in the order of R, Y, G, B, to break the seal and gain the first Orb. Re-trace back, and go through the locked gate and onto room 8. Once inside, move the laser to the position shown in the screenshot, by the statue, to open a secret door. Get the bonuses from inside and go through to get the scroll. Then go to room 10. The aim here is to get the demons onto the plate that opens the door, which will take a bit of patience. Once done, the target in the next room is to move the barrel on to the moving platform and up to the door without it touching the spikes, otherwise it will go off. The blob thing in the room will also need to be killed before the barrel is moved. To get scroll 3, you need to move the barrels into a stair shape, but without them falling off, so you can jump on top and then onto the chest. To get the Orb, you need to stop the beam on these letters in this order: N-E-W-S. This will again break the seal and give you access to the second Orb.



Position the bombs as shown, then hit the right bomb, wait for a second, hit the other and jump onto the lowest platform to be taken up.



When you step on the square pad, the bomb will move up. You need to make sure the bomb blows up while the platform is raised. You must be able to jump on to the platform that moves once the switch has been triggered.





Step on the tiles in the following order to get the Orb: R-Y-G-B.

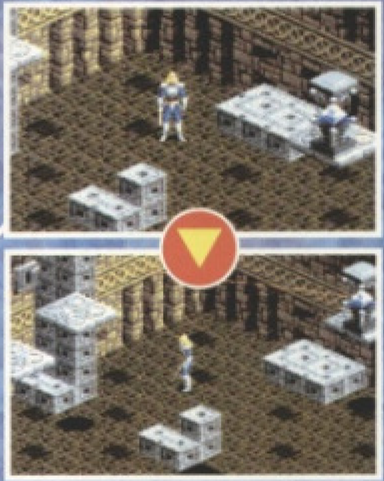


This is quite a tricky room. You need to kill the goblin, hit the switch, then dodge the fire and hit the switch pictured to open the door.

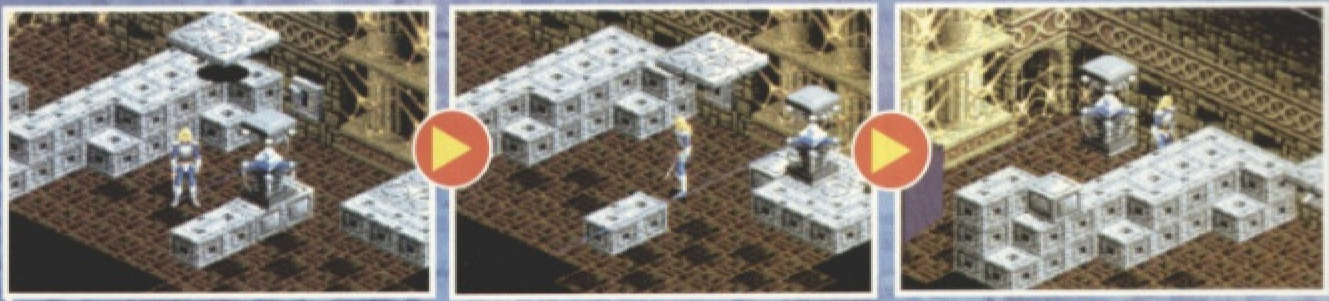


Even though you've only just started, this is the first boss.

Re-trace to 7 and on to room 13. This puzzle is simple but you need to be quick. As soon as you go in ignore the bomb and hit the clock. This should stop the bomb's countdown so you have time to move it by the door. Re-hit the clock to let it go off. If by chance you are not quick enough, go out of the room and back in to reset the puzzle. The worms in the next room do not have to be killed, but they can release some good power-ups once dead, so it's up to you. The best bet is to follow the screenshots for the next puzzle. Basically, you need to move the laser on to the platforms and then down by the door so that the beam unlocks it. The room inside contains Thunder magic and scroll 5. Again, the next puzzle is tricky and requires you to push a barrel onto the moving platform and over to the door to blow it up. It may take a couple of tries, but you have to do it. Rescue the prisoner, and go to the third Orb room, marked 17. To unseal the barrier, you need to hit the poles in a certain order to make a tune. Check the screenshot for the numbers and hit them in this order: 1-4-2-3-4-2-1.



Follow the pictures to hit the out-of-reach switch. Then hit the other high lever to open the door.



Move the two blocks as shown and push the laser onto them.

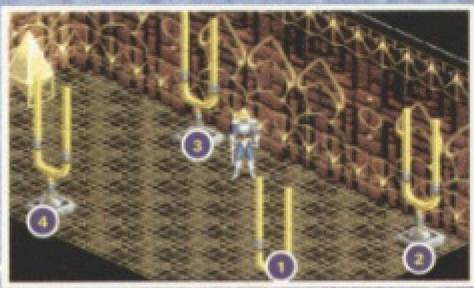
Then move the laser on to the centre of the platform that moves up, when you hit the switch.

Push the laser on to the already moving platform and down to here to open the door.



This is another tricky puzzle room. You must move the barrel on to the moving platform shown by moving it forward and up (hit the switch to move it up). Once on, don't try to dodge the flames as you're too high for them to hurt you. Push the barrel down and by the door and make it explode to open it!

SCROLL 1
SCROLL 5
14 Puzzle
15 Puzzle
16 Prisoner
17 Third Orb: puzzle
13 Puzzle
START HERE
7 Re-trace
SCROLL 3
12 Second Orb: puzzle
SCROLL 4
8 Puzzle and secret room
11 Puzzle
SCROLL 2
10 Puzzle

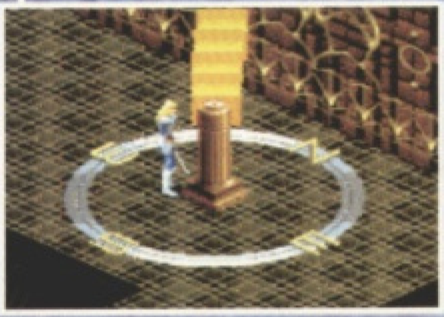


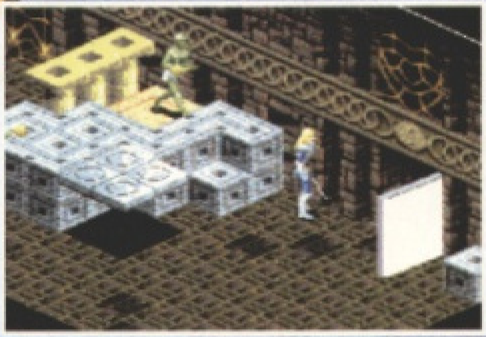
Each pole is numbered. Hit them in this order: 1-4-2-3-4-2-1.



As soon as you go through, hit the clock to stop the bomb, then move the bomb by the door and re-hit the clock to make it explode.







Above: Stop the beam over these letters: N-E-W-S.
Left: This is hard. You must get the demons on to the higher platform, and get one to stand on the switch, as shown, to open the door.



To access the secret room (left) simply move the statue to the position shown.

To get the final Orb, re-trace to 7 and work your way to room 18. Again use the screenshots to help with this puzzle. The laser has to hit the highest switch, so you can hit the second. The next puzzle needs the bombs to be hit at the right time so the platforms move up one after the other. The chest contains a gauntlet. In the next room you need to make the bomb explode, so it hit the switch and you can jump on to the platform which the switch moves. This might take a couple of goes. Rescue the prisoner, and move into the final Orb room. To get this you need to position the statues by the Orb but don't use the one holding a star. Just leave it. If done right the seal will break and you'll be able to get the Orb. Make sure you leave enough room when you position the statue in the middle, so you can get at the Orb.



BY: JVC

RELEASE: NOVEMBER

PRICE: TBA

GAME TYPE: BOXING

BREAK DOWN

1-2 PLAYERS

ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
RAM SAVE

SKILL LEVELS
3

RESPONSIVENESS
OKAY

CHALLENGE

ORIGIN

JVC's first Saturn development, done in-house, Japan.

ACTION

STRATEGY

GAME AIM

Knock the crap out of your 30 opponents and be declared King of Boxing.

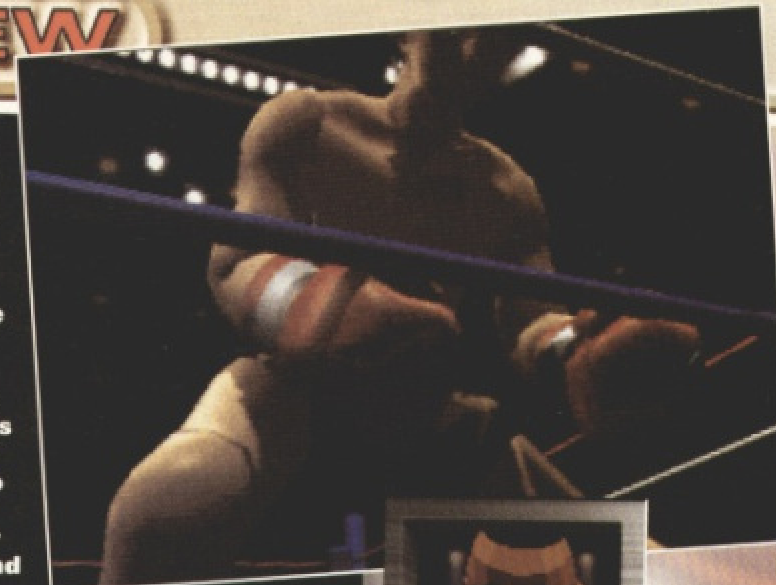
REFLEXES

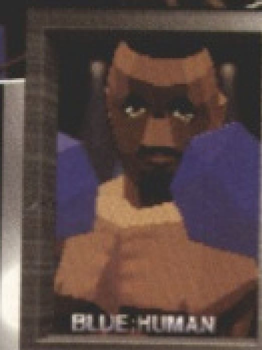
BEAT THIS

RANKING 28

Pigs did indeed achieve lift-off some months ago when Frank Bruno was declared Heavyweight champion of the world. He should have followed his coach's advice to move into pie-eating compos earlier... But Britain now finds itself in the remarkable position of having a sporting hero who is equally comfortable wearing a champion's belt, or Widow Twanky's ball gown and wig.

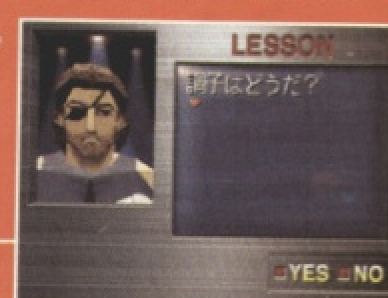
After years of eating too many chips and too little excercise, we've become a nation of gym bods and sparring partners again. JVC might hope to cash in on our new found pugilistic spirit with their debut Saturn title, which simulates the gory rise from outsider to undisputed King of the Sport. And then on to flog dog's-piss aftershave and Fox's Glacier Mints (they're minty).





DODGY TRAINERS

As you rise through the ranks, a shifty looking individual purporting to be your coach (give me Burgess Meredith anyday) teaches you the advanced art by revealing a special combination move. Use these in the ring for big uppercuts, 'the old 1-2' and the like.

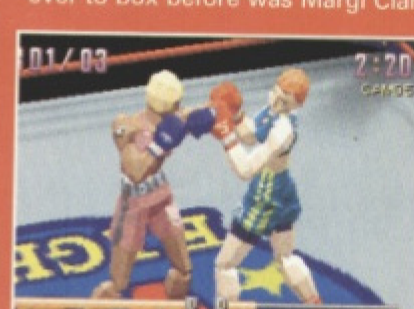


Oaar, Jim Lad! The secret is... to hit em, lad! Hard!

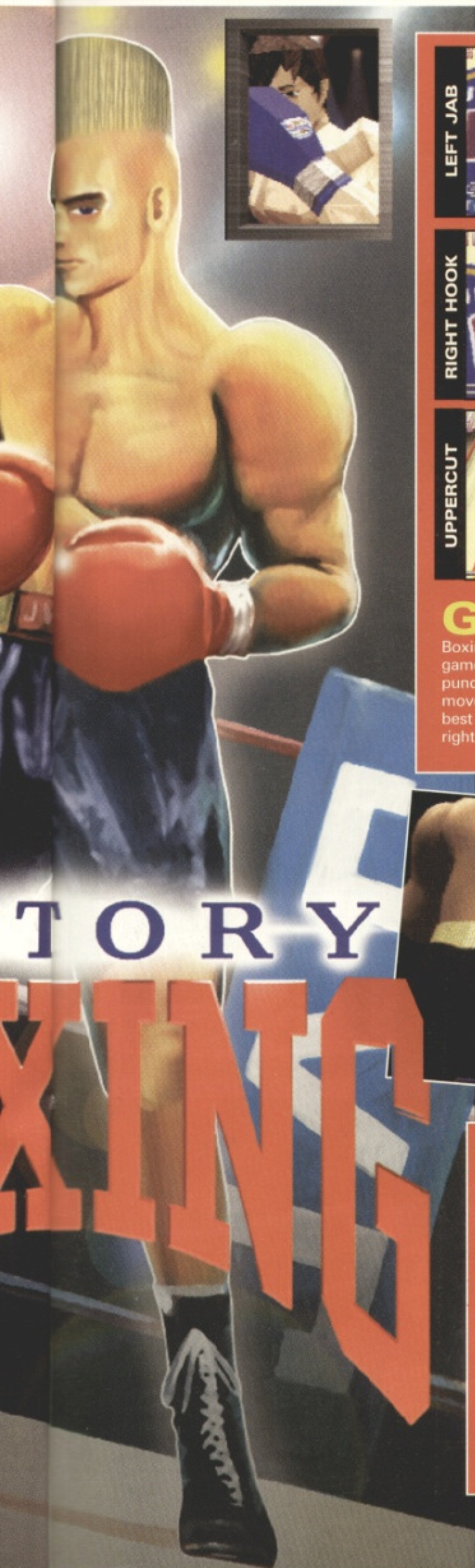


BLONDE FIST

This is a Nineties game, unavoidably proved by the existence of woman boxers in the game. The only woman ever to box before was Margi Clarke in Blonde Fist, but that was on Channel Four. No sensible man would mess with Margi, or the bolshy birds in Victory Boxing. And you can square the birds up to the blokes! Let the battle of the sexes commence.







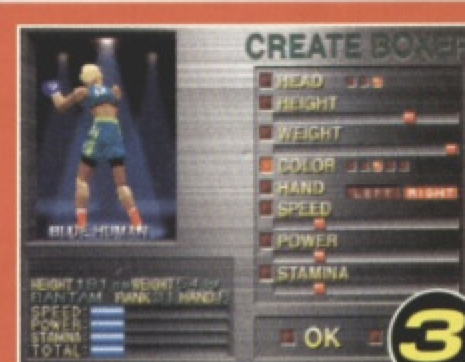


GLOVE HURTS

Boxing is called an art by some, licensed assault by others. JVC's game strides both camps. The moves are quite simple: three types of punch, a guard, some easy footwork and combinations of these moves. Pummel your opponent by landing these with regularity, the best method is actually to hold the buttons and swing the joypad right and left.







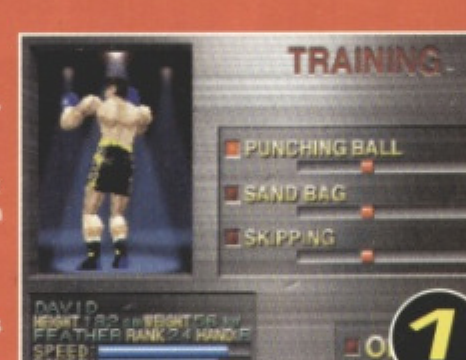
You have the power to alter Bianca's vital statistics!







BODY-FORMED FOR YOU



The considerable front-end to Victory Boxing allows you to create, style and train your own stable of Pugilist heroes. Initially you find a look by choosing the face, race, sex and height of your model (1) then a fighting class from Bantam to Heavyweight. Now you select the three fighting stats; speed, power and stamina using the sliding scales provided (2). What you gain in one you sacrifice in the other two, so it's a compromise. Finally, the can enhance these three factors on a fight-by-fight basis by training in the three areas of Punchball (speed), Heavy Bag (power) and skipping (stamina) (3).

VIEWING GALLERY

There's a fad for multiple virtual viewpoints in sports sims these days, and Victory Boxing goes a little overboard, with twelve separate camera angles for viewing the game in real time. Here is each and every one.

CAM 1
Height; high
Position; mid-point between boxers
Focus; mid-point between boxers



CAM 4
Height; low
Position; 45 degrees towards computer
Focus; mid-point between boxers



CAM 7
Position; under ring
Focus; mid-point between boxers



CAM 10
Height; head
Position; computer boxer
Focus; player boxer



CAM 2
Height;low
Position;Mid-point between boxers
Focus;Mid-point between boxers



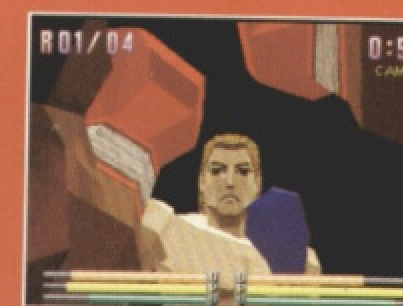
CAM 5
Height; high
Position; between boxers
Focus; between boxers



CAM 8
Height; head
Position; player boxer
Focus; computer boxer



CAM 11
Height; body
Position; computer boxer
Focus; player boxer



CAM 3
Height; low
Position; 45 degrees towards player
Focus; mid-point between boxers



CAM 6
Position; overhead
Focus; mid-point between boxers

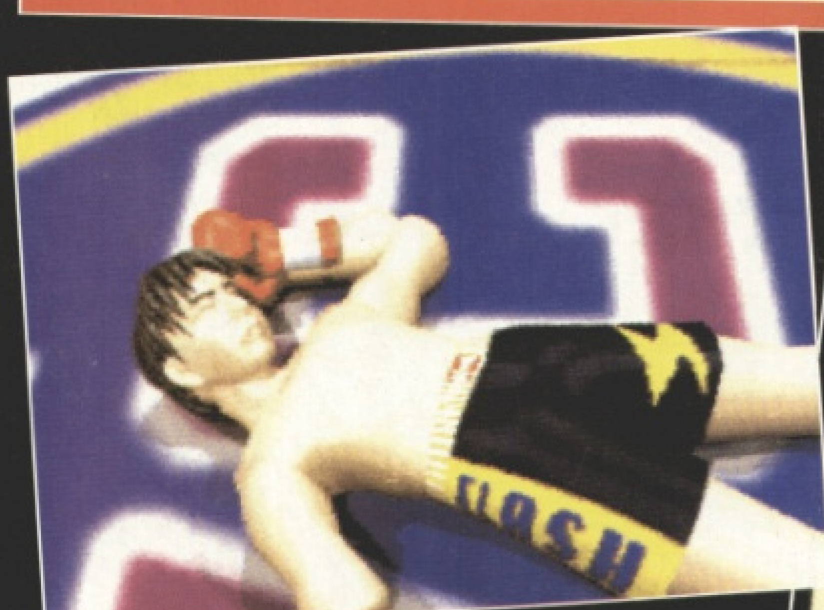


CAM 9
Height; body
Position; player boxer
Focus; computer boxer



CAM 12
height; ringside
Position; mid-point between boxers
Focus; mid-point between boxers

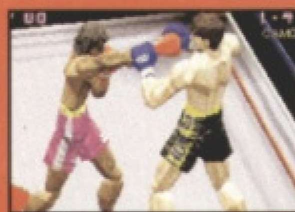




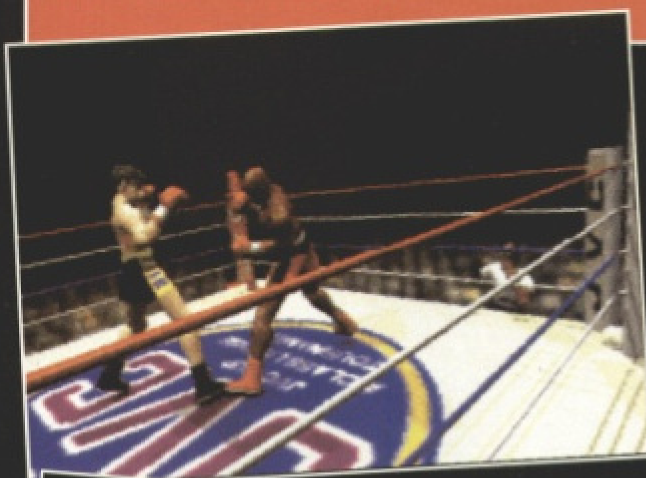


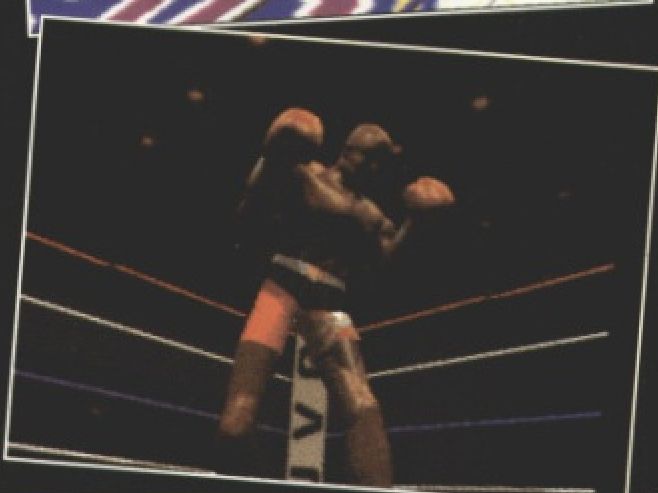
PLAY CANNY

When playing there are three bars to watch out for. These reveal your defensive, offensive and overall rating. When Defence slips low, you're heading for a fall, a low Offence means that your punches are having little effect, and overall is self-explanatory. Keep your distance until these recover.









COMMENT



MARCUS

I have time for boxing too, but not quite as much as Gus does. For me, even when the game does start to set a pace, it's all a bit plodding compared to Virtua Fighter. However, you could never say VF was a serious sport simulation, and Victory Boxing most certainly is. The amount of thought that has gone into it shines through. The detailed boxer creation screens, and the way you can take them on a 'career' and save their progress to memory is very impressive. The game also looks, despite the odd glitch, quite authentic. In the ring that is, as the crowd are limp, flat textures. Sound plays a part too, with the crunch and thud of a real fight. What buying the game really depends upon is whether you like boxing as a sport, and whether you like any boxing games you might already have. If the answer is yes to both, I'm pretty sure Victory Boxing will meet with your approval.

BIRDS OF A FEATHER`

Here, our two champion ladies, Shaz and Trace get into a bit of a cat fight: "I'll scratch yer bleedin' eyes aht!" etc...





'Ere that Dorian's a snotty cawh. She's doin' shop ads, and we're floggin' bleedin soap pawdah.

COMMENT



GUS

JVC make an impressive debut with what looks like being the only boxing game for some time on the Saturn. Of all fighting sports, boxing games run the risk of being slow and plodding, and at first Victory Boxing seems another candidate for the wooden spoon. But the more bouts you play, the faster your character and his opponents get. This is a little odd, when you would expect the programmers would be trying to make a good first impression. Instead, Victory Boxing becomes quite compulsive in one-player mode, and better in two-player once you have some seasoned players to spar with. The game's best feature is its feeling of solid contact — some of the blows really seem to hurt. The worst is probably the repetitive vocal contribution from the ringside, with the same phrases cropping up over and over. You can see the graphics are chunky, but work extremely well with some of the views. You can see the fun we've had creating our own personas. Victory Boxing is basically an all-round good egg.

GRAPHICS — 82

▲The beefy characters have the solidity and ugliness of real boxers.
▼Sometimes so chunky it looks a bit messy.

ANIMATION — 85

▲Extremely good animation on characters, with rippling muscles and bulging bras.

MUSIC — 83

▼The kind of pap we've become used to from Jap games.

EFFECTS — 84

▲Lots of lovely slap. The effects contribute to the wincing factor.

PLAYABILITY — 87

▲Sensible controls, adequate response and mucho-enjoyable gameplay.
▼Starts off too slow.

LASTABILITY — 88

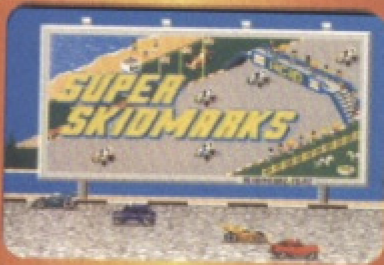
▲Victory Boxing has a lot going for it over a long period of time. Lots of boxers, and ever more rewarding gameplay.

OVERALL

If you like the sport, you should get Victory Boxing for your Saturn.
Cool boxing sim.

88





BY CODEMASTERS

RELEASE NOVEMBER

PRICE £44.99

GAME TYPE DRIVING

1-4 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
TOUGH

CONTINUES
PASSWORD

SKILL LEVELS
1

RESPONSIVENESS
SKIDDY

ORIGIN

A possible follow-up to Micro Machines, played from an isometric viewpoint.

GAME AIM

Skid your way around the tracks and beat everyone else.

BEAT THIS

WIN 6 RACES.

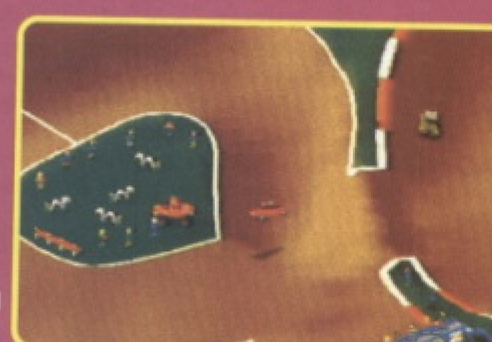
Everyone was very excited about seeing Codemasters' Skidmarks. Right, that's the skidmark joke are out of the way early. Codemasters' latest foray into driving games sees them attempt something in a similar fashion to Micro Machines, but this time with a bit more rough and tumble. The real difference here, however, is that the view is 3-D/isometric. Developed using B-spline curve mathematics, so they tell us us, the tracks are true 3-D. Your aim is simple: finish first by all means necessary, albeit in a Mini or as a four-wheeled cow! Everything from skilled driving to violent get the hell outta my way driving is fair game.

The game's title stems from the simple fact that you have to skid to win. That doesn't mean that you don't wipe your arse for a few days, then drop your strides to reveal all, but it does mean that the tracks duck, dive, dip and descend more times than the average Sega Power sales audit.

LIFE'S A BEACH

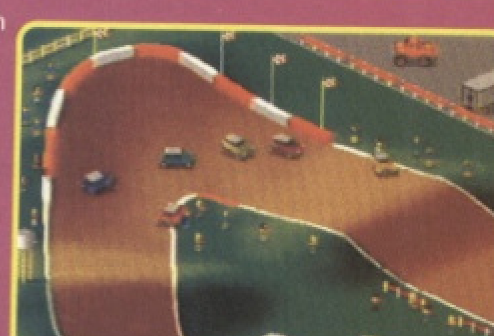
The number of track settings available to race starts at 4, with other tracks becoming available when passwords are discovered. Each of the 4 settings has 6 races, and when you have qualified in all of those, you'll be given part of a password, which takes you on to the super league of Skidmarks.





RALLY RACING.

This stage takes place in the typical dirt tracks you might expect at banger racing with the tacky burger stalls lining the sides. Here, you drive a small Mini Coupee.

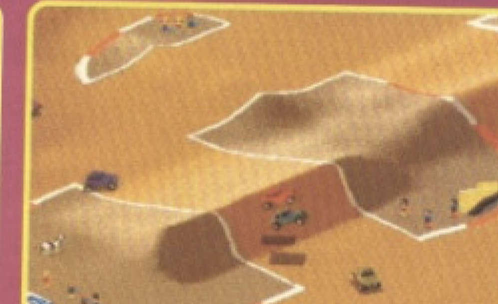




SURF SHOW DOWN.

As the name suggests, this level is situated beside the sea, with the waves lapping up aginst the shoreline. This time you drive a VW Beetle.







COW MANIA!

Once you decide you have had enough, or get too good at the normal clutch of vehicles, there are a couple of secret characters to be got at. If you suddenly have the perverse desire to climb into a cow, then this is the game for you. The other secret vehicle is an F1 car for all you budding Mansells out there. Please note: monotone voice and caterpillar eyebrows are not supplied.




Skiddy Pants. Created by Lucy Hill.

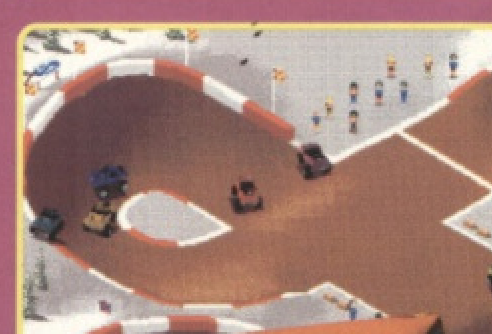




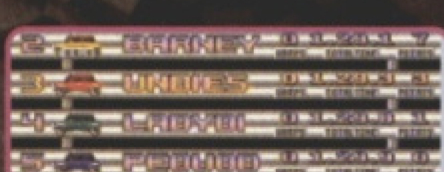


WINTER SHOWDOWN.

This level takes place on the ice capped peaks.Despie this, the course looks remarkably clean. Your automobile for these particular races is the 4x4 truck.







COWBOY FEVER

This isn't some sort of mysterious disease that you get from riding too many horses, but the name of the final setting in the game. You drive a Porshe here.





EAT MY DUST

The four standard cars each have the same engine capacity: Fast. But as you progress, turbo engines become available to you. There is also a hidden code that lets you start with a turbo engine on the first race. Amongst the plethora of other codes are the chance to race at zero gravity and one that makes your car disappear!

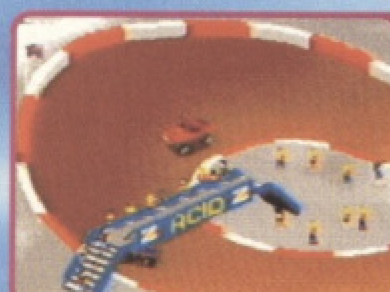








As you can see, the red car has taken it upon herself to drive round the wrong way. Sounds a bit like Lucy after a heavy Saturday night.



As he comes skidding round the corner, numerous clingons and crustations start to flake away from his bum.





COMMENT



STEVE

Micro Machines was hailed as one of the all time great racers, so Codies had a tough time trying to match or even better it. Thankfully, Super Skidmarks is a worthy follow-up. The control method is really tough to start with, which is one of my only gripes, but if you persevere it soon becomes easy to work. The number of tracks and cars are varied and the secret options add to the lastability. The J-Cart feature is such a cool option, and I cannot stress how much of a good idea that is. But, despite it's enormous multi player appeal, it does tend to become a little tedious when you can't win the races, meaning you have to complete them all over again. Still a good game though.

COMMENT



GUS

Just like Micro Machines, this is a jolly racer. Unlike Micro Machines, it's not the sort of game you can just pick up and play. You need to invest serious hours before getting the hang of the control and the layout of the courses. The car is too wild, and the tracks too winding. Not to mention the opposition, which is extremely tough. Of course, this all becomes part of the enjoyable challenge, but Super Skidmarks never has the variety and wackiness that makes Micro Machines the universal classic. The multi-player option is well done, but what it sorely lacks is an option to race with just your mates and no computer cars. But still a really enjoyable racer.

GRAPHICS — 83

▲Despite being small, the cars are detailed. The trackside graphics are good as well.

ANIMATION — 87

▲The cars look surprisingly realistic...
▼...but the cows are useless, despite being funny.

MUSIC — 92

▲The tunes are really excellent. Some of the best tunes heard on recent Megadrive games.

EFFECTS — 88

▲The car sounds good, with a cute little horn.
▼The cows could moo for a horn!

PLAYABILITY — 85

▲It can be addictive for the first few goes.
▼But does tend to get a bit tedious.

LASTABILITY — 84

▲Secret codes and cheats add to its long life.
▼Once you've reached Super league, there's no need to play.

OVERALL — 85

An enjoyable racer when with friends, but may not last as long in one player mode.

MEGA SHOP GUIDE

MEAN MACHINES SEGA







BY: SEGA

RELEASE: NOVEMBER

PRICE: £39.99

GAME TYPE: SHOOT 'EM UP

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

1 PLAYERS

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
2

SKILL LEVELS
1

RESPONSIVENESS
JERKY

ORIGIN

Some of the ideas of the Wing War coin op resurface to good effect.

GAME AIM

Choose a plane, fly about, shoot things.

BEAT THIS

60 POINTS

WING



The arcade coin-op Wing War was a top blast, and any game that contains influences from that surely warrants a bit of attention. The whole idea of a wartime based game presents a veritable banquet of possibilities, but strangely no software house has chosen to seriously develop such a title until now. If you aren't a fan of Kamikaze type action, then you can expect air attacks, bombing raids, and all manner of Spitfire tomfoolery bundled onto the Saturn disc.

For those familiar with the goings on of WW2, you'll no doubt be aware of Japanese suicide pilots and their urge to destroy everything, including themselves. You may also be aware of the bandanas they donned before diving to their deaths. We're convinced that anyone who persists in wearing that kind of accursed accessory is doomed to crash and burn. Know what we mean?





PICK AND CHOOSE

There are seven planes to choose from, and to be honest they're all pretty similar. The slight variations between them revolve around the positioning of their cannons, top speed and maneovrability. It's easier to take a nippy Spitfire through the game than the lumbering Lockheed Lightning. WW2 fact fans can view the planes (and all the game's ships) in a rotating viewer with their matching stats:


AMERICAN P-51


KYUSYU JW7

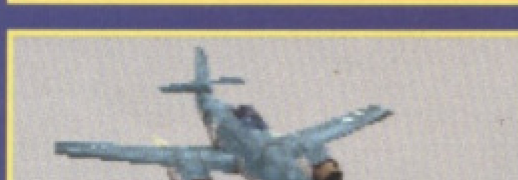

GRUMMAN HELLCAT

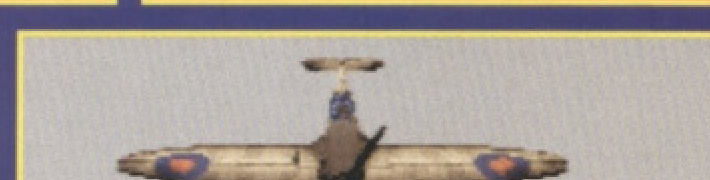





LOCKHEED LIGHTNING


MITSUBISHI ZERO


MESSERSCHMIT 262


SUPERMARINE SPITFIRE



BRIGHT LIGHTS, BIG CITY

You are rarely asked to do the same thing on more than one level. Some levels are even subdivided into joint missions.

MISSION 1

This is a basic intruductory level with nothing strenuous, so destroying the squadrons should be easy. Avoid dogfights if you can – it's not difficult to shoot at planes, but intensely frustrating when you can't shake them off.





MISSION 2

There are two parts to this. First, a heavily defended oil rig which succumbs after several intense bombing runs. Then you must turn your attention to a fleeing aircraft carrier, again disarming and scuttling it when defenceless.



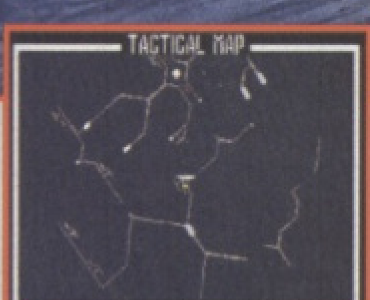


MISSION 3

This takes place in a canyon tighter than a pair of Justine Frischmann's leather pants. One false move or rashly-cornered bend and you're chasm fodder. The strategy here is to hunt the planes out using the tactical map. You are then forced to take out a land-based rig before supper.











MISSION 4

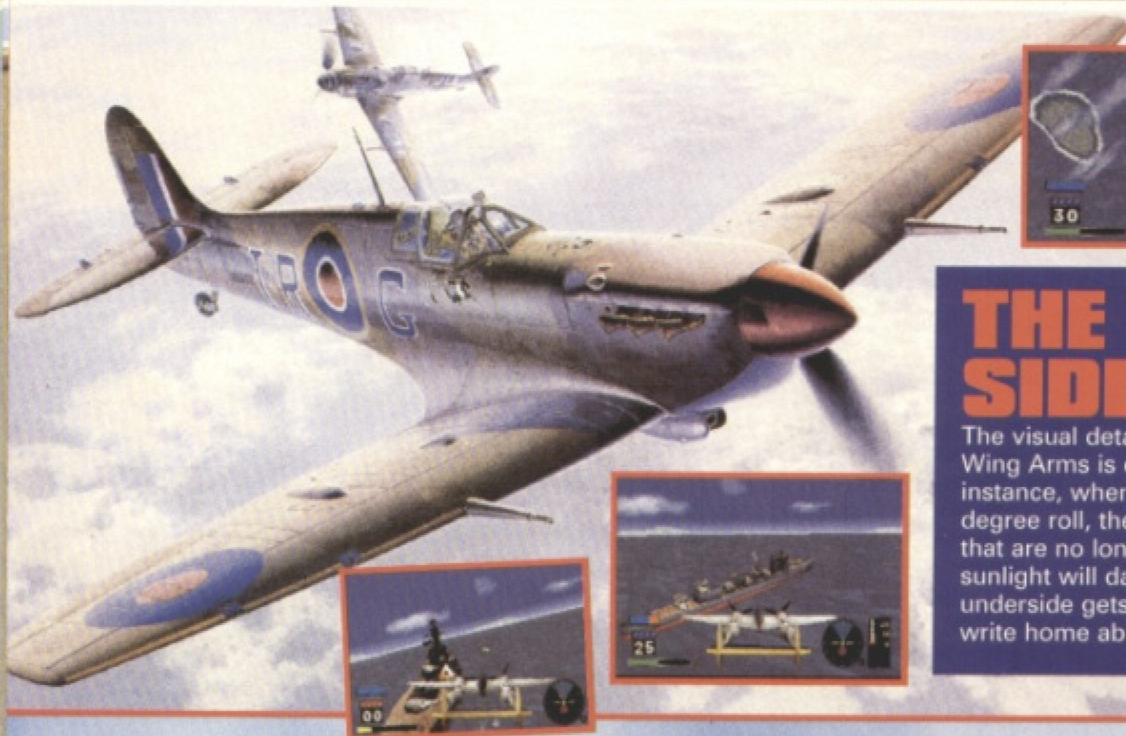
This time your initial priority is to protect. Now your aircraft carrier is within the attack range of Japanese bombers, and the dreaded Kamikaze squadrons. When you get a break, retaliate by sinking a few frigates and destroyers. Rule Britannia!













THE DARK SIDE

The visual detail in some areas of Wing Arms is excellent. For instance, when you perform a 180 degree roll, the parts of the plane that are no longer facing the sunlight will darken as the underside gets brighter. Nothing to write home about, but a nice touch.

WHAT'S MY BEST SIDE?

The game offers three different viewpoints for you to play under. The cockpit perspective lets all the instruments from the plane be seen on the dashboard, and has the advantage of a crosshair, to help with your aiming. However, the instrumentation and structure limits the view. The chase view is probably the best, and is situated behind your plane. Your area of vision is greater, but the lack of a sight makes aiming your weapons — particularly missiles — more difficult. The third viewpoint initially appears to be a fairly redundant position in front of the plane, facing backwards. However, selecting this when flying away from bombing runs allows you to dodge the flak fired after you. This is most effective when used against oil rigs and aircraft carriers.



Never, in the field of human conflict, has so much been owed, by so many, to one reviewer.





Frightened pilots leave a trail of diesel skitters.

COMMENT



STEVE

My first impression when playing this wasn't a good one, and the occasional slow-down only increased my frustration. But the more and more you play this the better it gets. Some enemy planes don't even bother to move from your fire which makes it a great laugh when your missiles send them crashing into the ocean. The detail on some of the ships in the later levels is really cool, and at least you can distinguish what's to be shot at. The different views may appear pointless at first but, when used in the correct places, enhance the game's depth and interest. Overall, it's excellent once you start to appreciate its gameplay, but a few patchy areas spoil the overall effect.

COMMENT



MARCUS

Wing Arms is a shoot 'em up in a very original and enticing setting. None of the planes on offer are less than fifty years old, and their primitive weaponry and high manoeuvrability give them a great 'interactive' feel absent from the world of the hi-tech helicopter gunship.
Although Wing Arms is dressed up as a flight sim, it effectively discards all the most boring bits of the medium – ie the mechanics of keeping your plane in the air – and adopts only the most exhilarating bits – flying itself.
Wing Arms may not be absolutely state of the art in the graphics department, in fact in certain areas it's horribly primitive, but it more than compensates elsewhere.

GRAPHICS — 84

▲Superb intro, and some nice touches.
▼Some sections not up to scratch (e.g 'Admiral Blocky').

ANIMATION — 80

▲Planes move realistically.
▼Some slow-down when the screen is very busy.

MUSIC — 81

▲'Guns of Navarone'-style martial music that strikes a chord.
▼Tunes are short and tend to repeat.

EFFECTS — 85

▲The speech is excellent, as are the plane noises and gunshots.

PLAYABILITY — 87

▲Good fun to play. Quite addictive too.
▼The slow-down really is annoying.

LASTABILITY — 82

▲The variety and difficulty are well balanced.

OVERALL

Quite good fun to play, but let down by the slow sections. Should still appeal though.

86



CU
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SIM CITY 2000

SIM CITY 2000

BY SEGA

RELEASE NOVEMBER

PRICE TBA

GAME TYPE SIMULATION

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

1 PLAYERS

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
RAM SAVE

SKILL LEVELS
3

RESPONSIVENESS
SLOW

ORIGIN

Maxis convert their own PC/Mac hit with very little in the way of obvious changes to gameplay.

GAME AIM

Create a successful city by planning, maintaining and funding services for a fickle population.

BEAT THIS

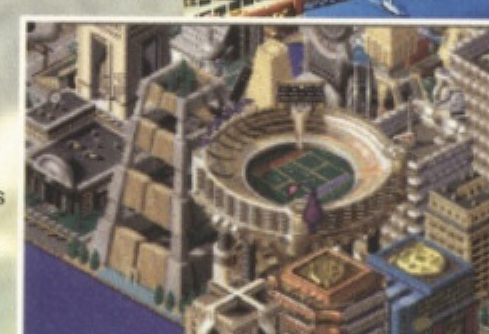
20,000 population.

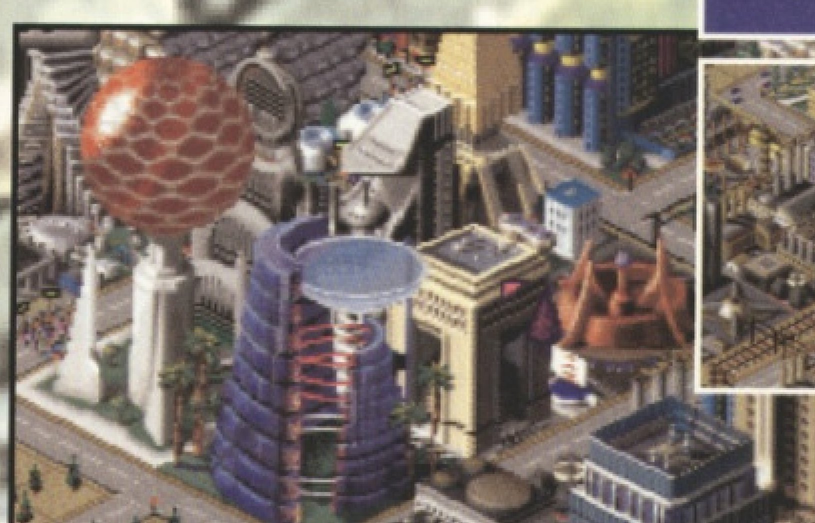


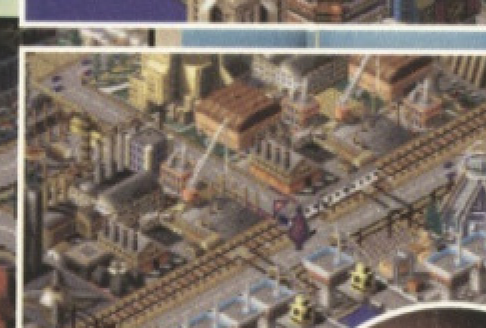
Are you a loony leftie or a rabid Thatcherite? Either way, national politics is rather boring to you at the moment, in all probability. Getting into the town halls across our nation is a more profitable way of putting your policies into practice. If you want to erect two concrete elephants in the town square – like the good burghers of Walsall – or evict all the poor people – like the charming authorities of Westminster – local government is the place for you.

Maybe it would be a good idea for prospective councillors to do a training course on Sim City 2000 first – the game could, after after all, be seen as an administration driving test. The range of options available is vast, from area planning to taxation rates, environmental projects to large statues celebrating your own enlightened mayorship.

Your city expands from a modest hamlet to a thriving town, and from there the prospect of a bloated metropolis with all its attendant problems beckons. As a complex simulation it's the first game of its type, save Theme Park, to appear on the Saturn.







THE WASTELAND

The basics of founding a city involve picking a site and setting the game parameters. The site is a large grid of land. Three natural features predominate: water, forest and hills. Adjusting these by flattening the land, reducing the water area and thinning the forestry makes your city easier to develop. Difficulty is set by the amount in your initial cash reserves – early outlay is inevitably high as you attempt to establish your little empire. Setting the start date later gives you instant access to items which are normally 'invented' during the course of your city's evolution.



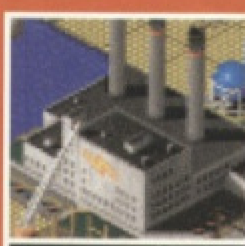




An implacable mob of rioters.



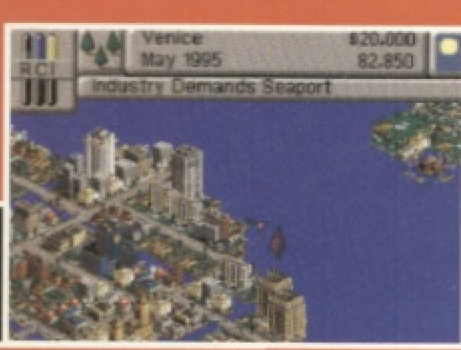
A charning glass-domed launch arco.



A tasteful coal-powered power station.

NIGHTMARE SCENARIOS

As well as the 'freestyle' DIY game, Sim City 2000 offers a variety of scenarios based on real cities with particular problems. The challenge, for advanced players, is to rectify these within a set number of years.



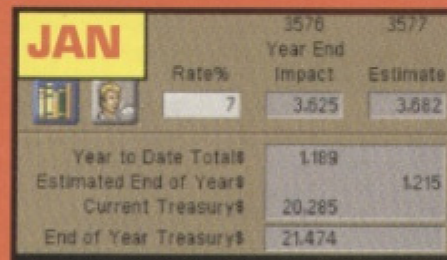
Problem cities from across Europe.



A YEAR IN SIM CITY

There is very little constraint on your actions within the city, with the progress of the year being the only structuring factor. Let's see how you might choose to spend a year in charge...

JAN



With fresh funds from your annual tax receipts, now's the time to balance your budget, set new rates and project your expenditure.

FEB



Your development requires a road network linking it to your existing conurbation. You decide on residential, as the demand for housing is constant.

MAR



You need to extend your pipework to supply the new buildings. This reduces the total supply so you may need fresh sources.

APR



You focus on entertaiment faciities, which is a major factor in encouraging residents. Clicking on the stadium reveals all kinds of info.

MAY



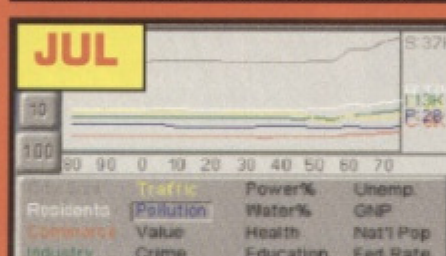
One of your power stations fails (they have a 50 year life-cycle). Choose from the various types of affordable or clean forms of energy generation.

JUN



Time for celebration with a statue built in honour of the city's rapid growth. This joins your luxury mansion and huge town hall.

JUL



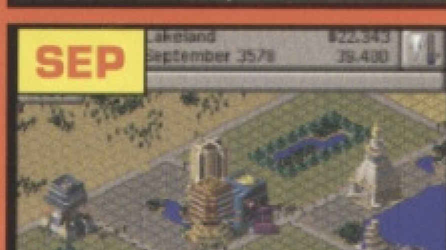
You take time from building to examine your trends on the map screen, showing progress over 1, 10 or 100 years.

AUG



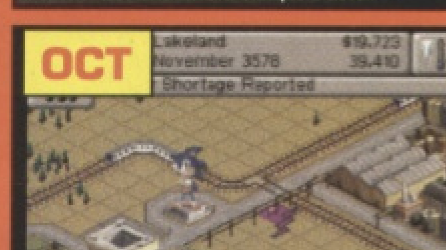
Police and fire departments are an annual drain on your resources, but the city maps show the spread of crime without adequate cover.

SEP



By manipulating the layout, you can see your spread of public buildings in relation to privately owned property

OCT



Creating the Sim Rail network is a headache, as it must be integrated with areas of high-density population. The reward is more efficient transit.

NOV



The four sim papers, available on subscription, seem to offer paragraphs of nonsense, but useful advice is contained in a few stories.

DEC



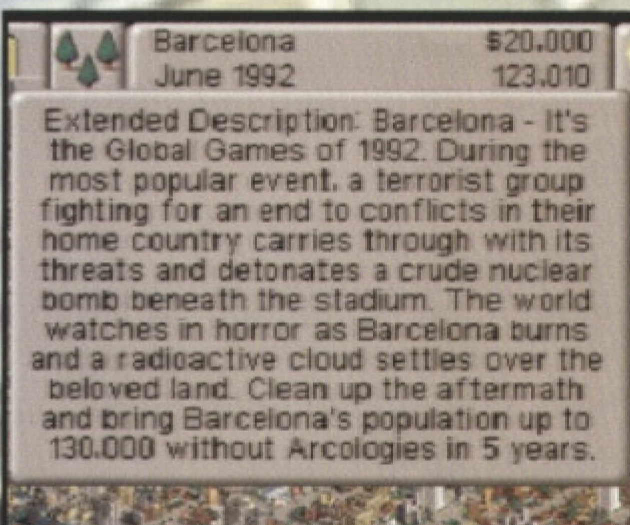
You can only do so much in a year, but certain areas of your town with flourish by themselves. Your task is to harness their success to benefit the whole city.

VIRTUAL CITY

Maxis have used much of the graphics set from their previous Sim City games, but have also added new features too. Most striking is an all-new futuristic cityscape, which starts to develop in the 21st century. All the building types have been restyled. All items can be viewed as rotating 3-D renders with the query tool.

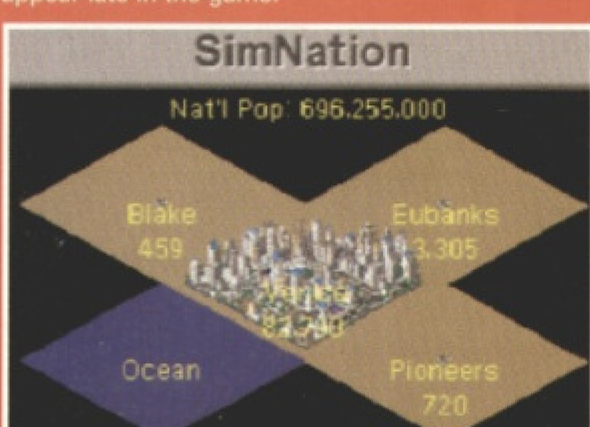


Mars needs local authority housing! The chilling Barrow-in-Furness invasion.



BRAVE NEW WORLD

For the first time, Sim City has an eventual aim, which Maxis call the secret of Sim Earth. The newly rendered introduction, which sees parts of the city floating off into the cosmos, give you a clue to this. It also centres around the Arcologies – vast, and vastly expensive self-contained living units that appear late in the game.



COMMENT



GUS

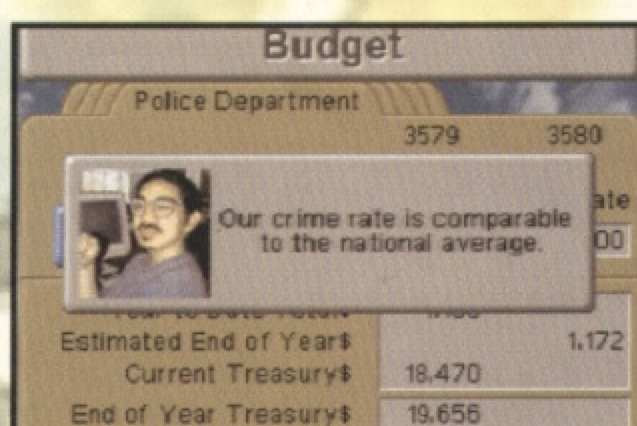
Sim City 2000 can comfortably be said to be one of the all-time great games. Of course, some people won't see it that way, and they can skip this review now. Reviewing it, I felt there were two perspectives: the first takes into account that this is the first attempt at anything as complex as this for most console owners. Newcomers should be dazzled by the amount of detail, and the quality of graphics, which are excellent for a game of this type. The second perspective comes from having seen this game on other systems. If you have, you'll agree with me it is slower – considerably slower – than the PC or Mac versions (running on sensibly configured systems). This doesn't completely ruin a game based on thought more than action, but Sim City frequently borders on frustration, as you have to leave the game for long periods for it to really move forward. And one minor but sad omission is the great snippets of video from your advisers that accompanied the PC CD-ROM version. Still a great game, despite all that.

COMMENT



MARCUS

Why...does...everything...take...so...long? This game has been a way of life for me since I first installed it to my PC, and maybe I've just been spoiled. However, if Sega Rally can run at a fair lick then what's holding up this town planning sim? Elsewhere, everything is either preserved from previous versions (like the eerie music and sensible icons) or improved upon and added to (like the new 21st century buildings). The compromises made to take into account the Saturn's lack of a keyboard take a little getting used to, but ultimately make for a slick and efficient user interface.
If you've seen previous versions of Sim City 2000, you'll know it's an absolutely essential purchase. If you're new to the finest game in its class, the sluggish speed this expanded version runs at shouldn't put you off.



GRAPHICS 87
▲Incredibly detailed isometric buildings, which eventually form a sprawling metropolis.

ANIMATION 62
▲Many of the buildings feature charming minor animations.
▼No great sense of movement and rotation is jerky.

MUSIC 48
▼Hardly any, and then it's of the cheesy variety.

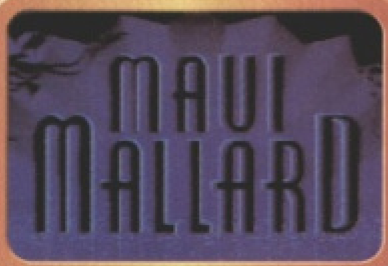
EFFECTS 55
▼Effects are as limited as music, but also of little importance.

PLAYABILITY 85
▲The freestyle game can be as taxing, relaxing, involved or casual as you want. You are in control.
▼Plays slower than you can think.

LASTABILITY 90
▲Limitless scope for cities, weird and wacky, and scenarios add an element of set challenge.
▼The final goal is a little too vague.

OVERALL
Sim City on Saturn stands up against the PC version running on kit at twice the price. But just a little too slowly.

87



BY: DISNEY/SEGA

RELEASE: TBA

PRICE: TBA

GAME TYPE: PLATFORM

1 PLAYERS

24 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
PASSWORD

SKILL LEVELS
3

RESPONSIVENESS
SLOW

ORIGIN

Another platformer with lovely graphics from the guys and gals down at Disney.

GAME AIM

C'mon, it's Disney, and it's a platformer. Need we say more?

BEAT THIS

FINISH LAVA LEVEL

DONALD MAUI MALLARD

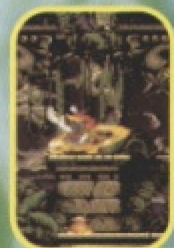
Ducks. There are loads of the little blighters. Coots, Moorhens, Great Crested Grebes, and Shovel Foot Toenail Clampers are my personal favourites, but has anyone ever heard of a Maui Mallard? More chance of finding the Toenail Clamper if you ask me. But the people at Disney have searched the length and breadth of the paradise island of Hawaii to find one. Anyway this island has a sacred Mojo idol (which is shaped as a small rectangle and comes in four tangy fruit flavours). If the idol is removed, the gods of Hawaii's sweet and confectionery land will go potty, and they'll start a volcanic sherbert fountain to destroy the people. Only one duck can save them.

The duck in question is actually Donald, who has earned a new title for his latest platform game. Following on from World Of Illusion (but without Mickey) Donald goes in search of the lost idol Shabuhm Shabuhm, which has been mysteriously stolen. Cutesy graphics and platform related malarky are guaranteed in the typical Disney glory. Hurrah!

MIX 'N' MATCH

During the course of the game you'll undoubtedly collect the range of available weapons. By pressing 'A' you'll cycle through and check the remaining firepower of what you've obtained. All of them can be used on their own, but sometimes you can also combine them for some extra special ammo. For the biggest and bestest gun, use all three and you'll get a mega bomb thingy.









Don't mess with the Teenage Mutant Duck.







BEWARE OF THE WITCH DOCTOR!





Whilst going about your business, you'll bump into the black magic practising, face paint wearing, head shrinking voodoo men. Some of whom look suspiciously like Marcus (only kidding). These will cast spells on you which you'll actually need to progress. One will give you the ability to be a ninja, the other will shrink you to ant size to get through the small passages.







D DUCK IN MAUI LLARD





This is the statue god of Maui. Climb inside and you can walk through walls.

NINJA...DUCKS?

The second level takes place in the Ninja Training Camp where, thanks to a curious spell inflicted by the voodoo people, you have the ability to turn into a Ninja, a la Joe Mushai. Remember that if you are stuck, Donald can perform a couple of natty tricks with his ninja gear. Look out for some hooks on the ceiling which Donald can grab onto using his pole and swing about on. He can also use his pole as a balance to climb up narrow passageways.



Swing through the branches, Tarzan's got to get home – Jane's got a casserole on.



This bloke looks a bit like Claire's boyfriend. Fulfil everyone's wish and jump on his head.

COMMENT



STEVE

Now, at first I thought this was one of the dullest games I had ever played. I got so bored and frustrated with the controls that I turned it off. But then I found out I had to review it, so I played it, and played it, and played it and now I think it's brilliant! And get this: it's a tough Disney platformer! Shock, horror. The graphics are undeniably excellent with lots of attention payed to small details, the tunes are snappy and the animation is excellent. Another useful factor in my view is that it is playable too, without being tedious. My only complaint is that there aren't too many original features, which in this type of game is a bit of a problem.

COMMENT



MARCUS

Cynical license exploitation makes for half playable game. Who'd have thought it? Maui Mallard bounces along in typically chirpy Disney style, with special attention clearly having been paid to individual characters. Donald himself is a treat, and I lost count of how many different frames of animation the little blighter went through as he was kicked from one side of the screen to the other. Unfortunately, a little bit too much attention has been lavished on Donald, and his frantic body contortions can occasionally become a little distracting. Elsewhere, everything is as it should be - devious baddies, exotic locations, power-ups, secret rooms and a massive pipe organ that blows you up to the roof on jets of green steam. Excellent. In the midst of all this finely crafted platform palava only one nagging doubt remains - when will the market outgrow this sort of game?

GRAPHICS — 94
▲ Fantastic detail on sprites, backgrounds and presentation screens.

ANIMATION — 91
▲ Donald's many faces are all superbly animated.

MUSIC — 87
▲ Jazzy type tunes, which don't become irritating.

EFFECTS — 85
▲ The quacks and speech is clear.
▼ But there could be more.

PLAYABILITY — 80
▲ Once you get in your're hooked.
▼ Very dull to start with.

LASTABILITY — 84
▲ It's quite challenging for a Disney game.
▼ Passwords restrict long term play.

OVERALL — 82
Quite a good game on all counts, but is there still enough interest in this sort of title?

FIFA 96 SOCCER

© 1995 Electronic Arts

BY ELECTRONIC ARTS

RELEASE NOVEMBER

PRICE £45.99

GAME TYPE SPORTS

1-4 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
SAVE

SKILL LEVELS
2

RESPONSIVENESS
NOT BAD

ORIGIN

Sequel of a sequel to the hugely groundbreaking and popular Fifa Soccer.

GAME AIM

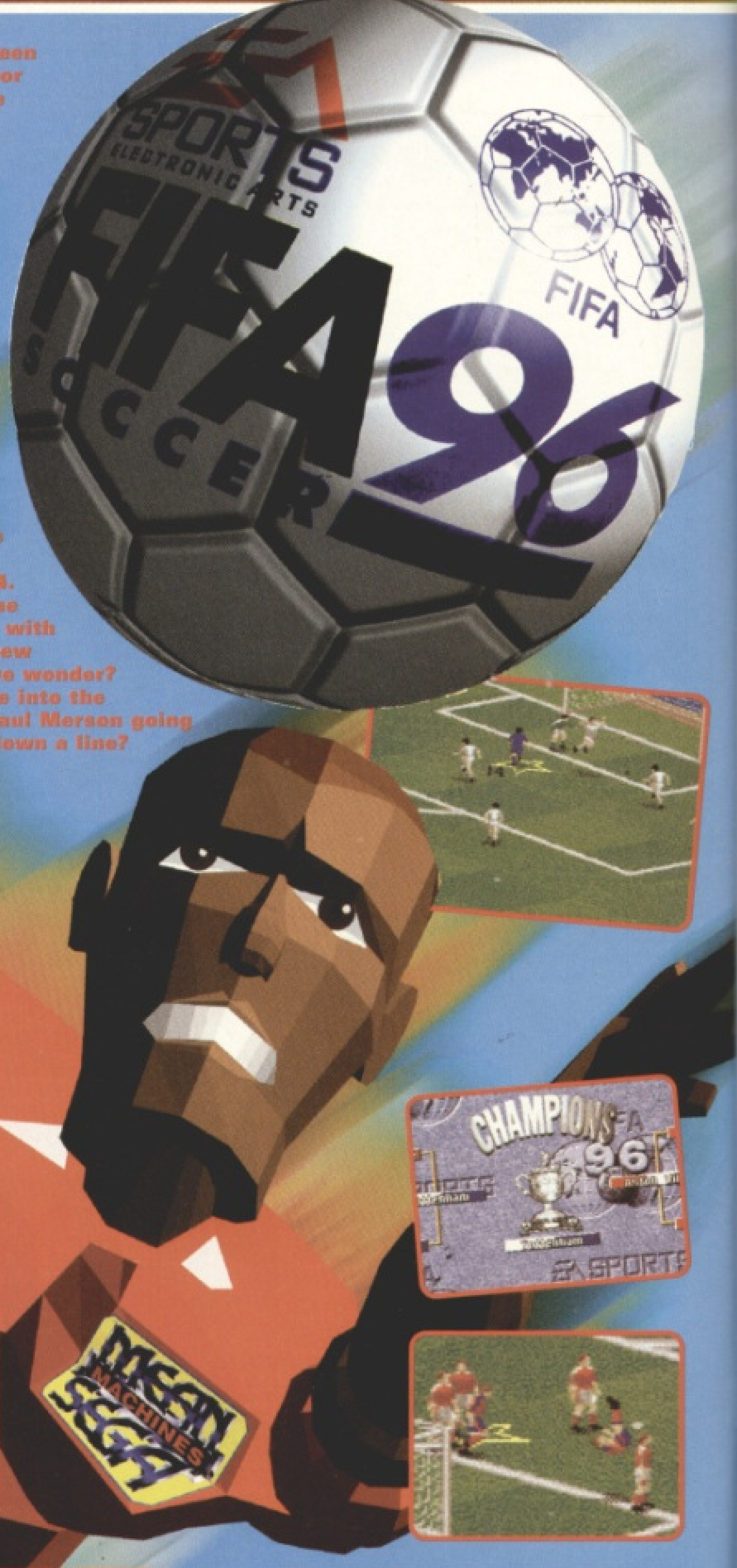
Kick a small lump of leather into a net which is tied between two wooden posts.

BEAT THIS

WIN LEAGUE

Our national game has been translated in one form or another on every single computer system imaginable. Be it a Spectrum or Saturn, if a console doesn't have a football title, it deserves to be junked. One or two titles for each is fine, but when one game spawns two sequels, surely the biscuit is being taken. Fifa '96 is the latest game to crawl out of the EA sequel division, following hot on the heels of John Madden: The Geriatric years, and Road Rash 42: Wheelchair Madness.

It has to be said that the general standard of football games has improved since Fifa came along, blasting away non-league pap like Ryan Giggs and second division mediocrity such as World Cup '94. The isometric viewpoint is now the norm, so EA have had to come up with new ideas in order to make this new edition a big seller. What next, we wonder? Eric Cantona leaping kung-fu style into the crowd? Or Paul Merson going down a line?









BRAZIL vs LEICESTER?

Another neat option in this is the chance to play any two teams against each other. Should you be really struggling and getting beat, even by Ipswich, then you can play a friendly as Brazil, versus say...Kilmarnock. Unfortunately, this doesn't work in playoffs or other tournaments. Just be thankful for small mercies.

MEAN MACHINES UTD.

Hearn collects the cross and rolls it out to Key. He knocks a long ball to Swan and he heads it down to Coulthard. She spots Hill making the forward run, slides it through and Hill...SCORES! A new feature in this game is the ability to customise your teams, enabling you and your mates to make up your own teams and pit your wits against World Cup winners Brazil, or Manchester – we got beat by York – United.

TRUFFLE SHUFFLE

With the goal celebrations in the Premier League becoming more choreographed than ever before, EA have added a whole host of new dances and jigs when a player scores. Goal scorers now excecute somersaults after a paticularly good goal, and even the Klinsmann dive is in there as well! The post goal noises are back, and by pressing each button after a score, the familiar shouts of GOOOOOAAAALLLL can be heard, along with tacky horns, and fireworks.

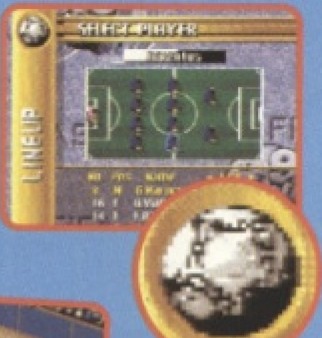


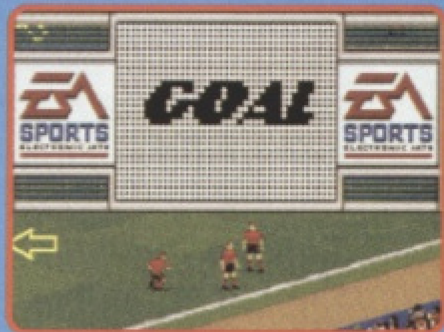
The Natural Law eleven bring a particular spirit to the game.





It's like that Dirty Harry film with the sniper in the stadium.







The flying Cantonanas amuse the crowd with their airborne antics.

GOAL HANGER

Another new feature in this version is the ability to decide which players you have control over. Should you be the authoritative player who wants to command the game, you can select to play as defenders only. Or if you're a greedy git, and all you want to do is goal hang, you can play as a striker only.



COMMENT



GUS

Normally the problem with sequels is not so much the quality of the gameplay, but that the game suffers by adding nothing that makes it worth buying. Fifa '96 rather suffers from that. But also, there is a definite office feeling that this isn't quite up to the standards of Fifa '95, which really did move to improve on the original. The graphics on the pitch are fuzzier than those of the crisp Fifa Soccer, and I 'd vouch for the scrolling being jerkier. This is all alleviated by the new options, which might convince Fifa completists to go for it, but personally, I'd spend hard cash elsewhere.

COMMENT



STEVE

As you may or may not know, I do like a game of footie, especially on a console. Although I was looking forward to this latest Fifa Soccer, I must admit to being a little disappointed. The players seem to be smaller and not as detailed as in previous encounters, and the crowd songs apper to have diminished somewhat as well. And it is ridiculously difficult to tackle anyone without fouling them. The custom teams option is a cool idea, and enhances the fun when playing with friends, but on the whole it doesn't feel as 'complete' as the others. Still a good game though.

GRAPHICS — 88

▲Presentation screens have been improved...
▼...but overall, the graphics don't seem as refined.

ANIMATION — 90

▲The player animation is still excellent...
▼...but they don't run as smoothly as before.

MUSIC — 79

▼Only a couple of tunes.

EFFECTS — 91

▲The crowd noises and speech are excellent.

PLAYABILITY — 86

▲You always want to come back.
▼But tackling is almost impossible.

LASTABILITY — 87

▲This version is slightly tougher, but still easy enough for good progress to be made.

OVERALL — 86

Fifa never dies, but this isn't as 'complete' as Fifa '95. Go for that instead.



BY: TAITO

RELEASE: IMPORT

PRICE: IMPORT (£60)

GAME TYPE: SHOOT 'EM UP

1-2 PLAYERS

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
4

SKILL LEVELS
6

RESPONSIVENESS
GOOD

ORIGIN

An arcade conversion, apparently, and an old dog of the vertical shooter variety.

GAME AIM

Traverse eight laser-spitting levels with funny names.

BEAT THIS

244,000

Layer Section. Sounds vaguely like a geographical term, doesn't it? Like examining a cross-section of the Earth's crust and seeing all those interesting geological structures that prove the planet is made up of a thin pastry crust, a layer of sedimentary rock, a Victoria sponge and a mantle of chantilly cream.
In this case, though, it's a vertically scrolling blaster. These have, of course, been banned since the last Labour government, but a wave of nostalgia has spurred Taito, veteran arcade software company, to produce the Saturn's first conventional shoot 'em up. A blast from the past, or a leg up into the next generation?



LAYER SLAYER

RED POWER TO PIERCE THROUGH



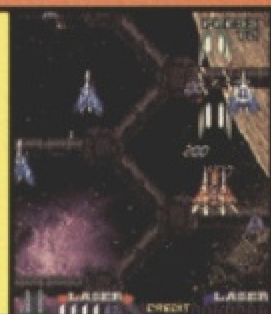
Approach through space-bound defences.

BOSS: Warp Zone crab boss.

GRAVITY OF BLUE SIDE

Low-level combination of air and mountain equipment.

BOSS: Skeletal crab.



PHANTASM OF SILVER



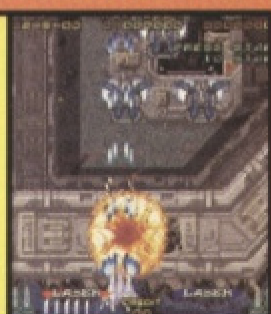
Low-level combination of air and mountain equipment.

BOSS: Flying Super Fortress.

FISSURE OF CONSCIOUSNESS

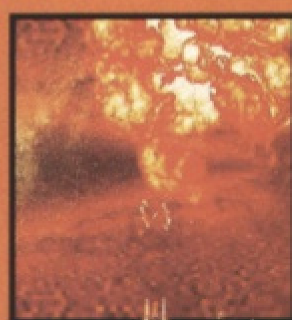
Vast 3-D structures as the enemy begins to concentrate itself.

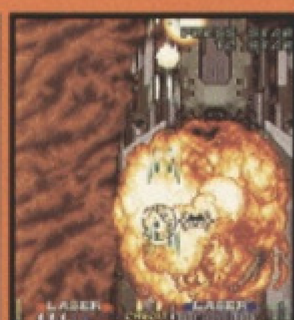
BOSS: Fissure crab.



RE-ENTRY HEAT

Each stage of Layer Section brings you down towards the planet and towards its core. Effects emphasising depth are used frequently, with enemies scaling up from the background, and alien emplacements falling to earth. These are supplemented by the groovy psychedelic visual effects.







COMMENT



GUS

It's nice to get back to some concentrated, non-poncy gaming for a change, but this is also patently limited for the Saturn. Layer Section represents a nostalgia trip back to simplistic blasters with sprite-littered screens. Each game is a short fix of Megadeath, with the occasional funky effect to remind you you're playing a next generation machine. Despite these, the game's lack of sophistication – no extra weapons and limited customisation to the existing ones – drives away attention. Sonically it's very average and visually it's more SNES 1993 than Sega 1995. Enjoyable up to a point but not for the forward-looking.

COMMENT

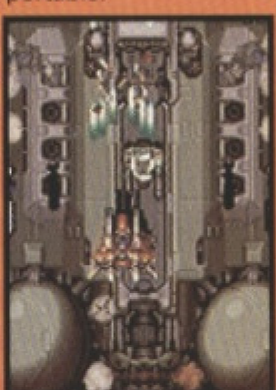


MARCUS

Blimey, this takes me back. Fond memories of wasted afternoons hunched before horribly primitive versions of this game came flooding back. A lot's happened since those days. OK, I still haven't got a life, but gaming has come on a bit. As immediately playable as this is (the back-firing homing lasers are especially good fun) it just isn't sophisticated or big enough to warrant a place on your shelf of Saturn games. There aren't enough levels, there isn't enough weaponry and the variety seems to mainly stem from changes in scenario. All this could have been expanded on without harming the gameplay one jot. I'm sticking to my fond memories.

SIDE ARMED

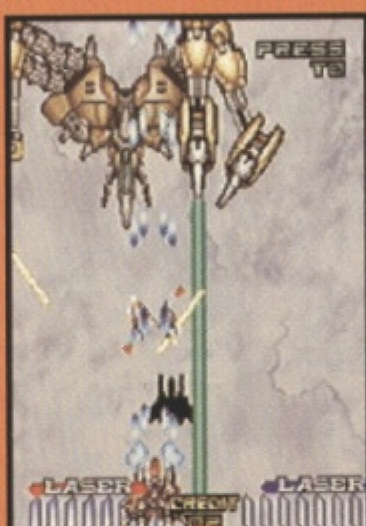
Vertically, the game plays with intrusive borders that limit the screen size. If, however, you select 'arcade' option, the whole display turns to right angles, using all of the screen. Of course you have to turn your TV on its side to match it, which is only really convenient if you have a portable.





MARK OF CAIN

There are only two weapon functions in Layer Section, roughly equating with shoot and bomb. The shot is vertical, with no way of altering the trajectory, and is simple enough. The bombing laser is slightly more complex – a crosshair placed ahead of your craft automatically locks on to targets, which will be traced by your multiple laser discharges. The more you power-up, the more targets you can lock on to simultaneously. The laser is also useful for reaching targets far in the background that your conventional shots can't reach.



GRAPHICS 83
▲ Lots of sprite action and some admirable effects.
▼ Lacklustre graphics abound.

ANIMATION 74
▼ No particular attention to detail, with enemies as mere fodder.

MUSIC 68
▼ Bland pap favoured by Japanese games of all genres.

EFFECTS 76
▲ Appropriate blast effects and futuristic samples.

PLAYABILITY 75
▲ A rewarding first level and busy gameplay is an immediate incentive to play.
▼ The game doesn't develop as you hope.

LASTABILITY 63
▲ The last four levels are ridiculous.
▼ Too shallow to draw you in compulsively.

OVERALL
There's nothing wrong with conventional game styles if they're impeccably presented. Layer Section is not, and as such is average.

60

HEBE POP



BY SUNSOFT

RELEASE: NOVEMBER

PRICE: TBA

GAME TYPE: PUZZLE

1-2 PLAYERS

BREAKDOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
UNLIMITED

SKILL LEVELS
5

RESPONSIVENESS
OKAY

ORIGIN

Hebereke are a set of mad Japanese cartoon characters, and Popoon previously appeared on SNES.

GAME AIM

Much like Tetris – block bashing in one and two-player modes.

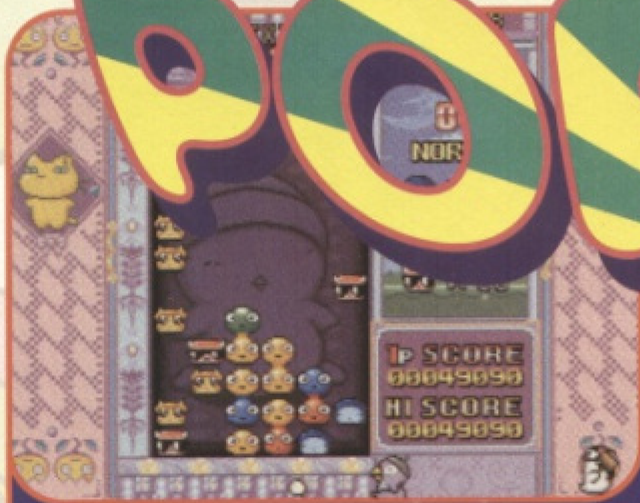
BEAT THIS

OPPONENT 5

Wilder than any of our own cartoon creations, the Hebereke are a bizarre collection of fluffy midgets and marshmallows in baseball caps. There may be some greater significance which the language barrier prevents, but it's lost on us. They're a hell of a cute bunch anyway.

Hebereke Popoon is not the first game to feature the mob, but it is their first Tetris-type puzzler. It's also Marubeni's first Saturn game in the UK, the first of many we hope. And Claire Coulthard got very excited at the prospect of all these cuddlies coming into the office at deadline time. And that's the Hebereke Popoon story. Oh, it's heb-a-reccy, by the way.

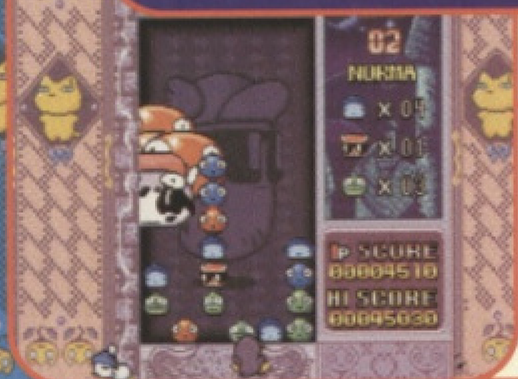




ELIMINATE THE SQUIDGIES

In the one-player mode, the aim is to rid each level trench of the little things jumping about in them. (Very technical about games here at MEAN MACHINES). That's simply a matter of joining like-coloured falling blobs into groups of four, which then pop. SO; jumpy things, falling blobs, pop. That's the drill.



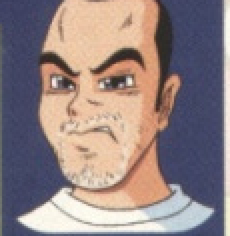


Some deft grabbing on Angus's part catches the little blighters mid-popoon. Claire's favourite is the bobble-hatted penguin.

The magical land of the Heberekes, flying through space to their cute kingdom on a cloud of good will. Or something.



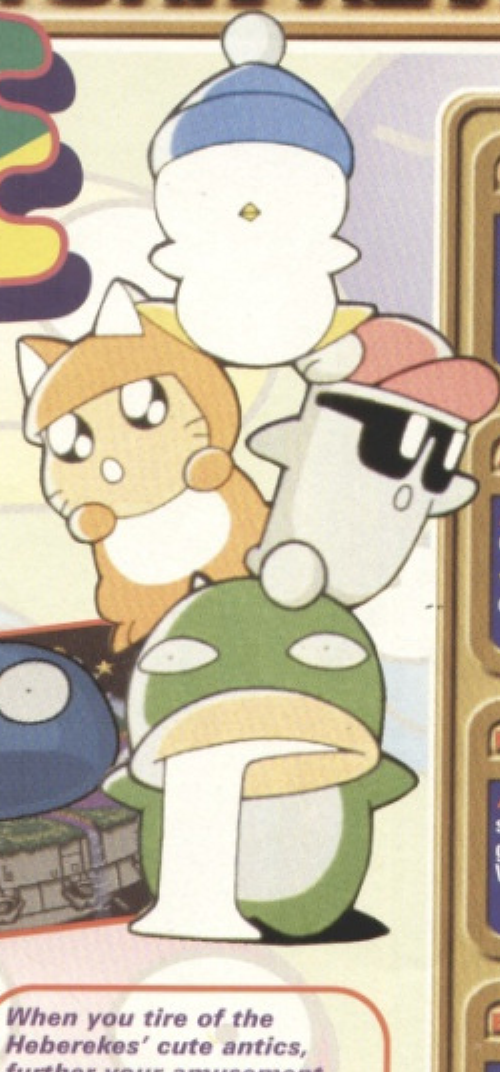
COMMENT



GUS

This game, though not looking much, was quite widely anticipated in the office. Good Tetris clones always get a warm welcome at MEAN MACHINES. Ultimately I have to admit to feeling rather short-changed. The single player game is a megabore in my estimation — I'd rather play against a computer opponent than play on my own. And the fact it took about two goes to crack the eight stages was mighty unimpressive. The two-player game is also decidely underbaked. There seems a limited range of attacks, and the initial one — the only one realistically possible on a regular basis — has no visible effect! Couple this with the bizarre phsyics, as blocks stay suspended if attached to others at the side, and you're left with quite an average puzzle game.

EREKE
POON



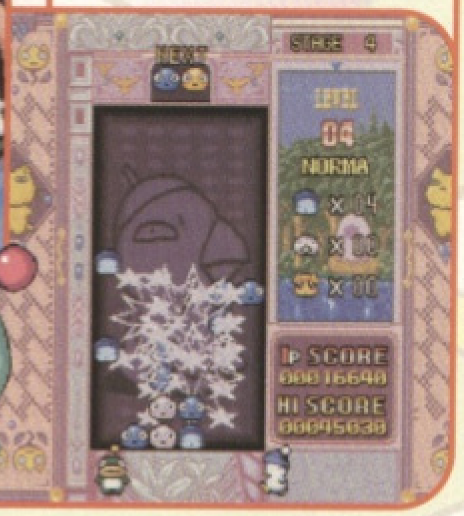
AWWWW I'S A FLUFFY HAMLEY!

Hebereke provides more than its fair share of sugary sweetness, but it's bizarre enough for even the most cynical adults to enjoy. Simplistic sprites trundle about the screen, and there's always a crowd of little characters doing their own thing as you play. Utterly lacking in style, yet strangely cool.





When you tire of the Heberekes' cute antics, further your amusement with them by inflicting mindless acts of violence.







BATTLE BLOBS

Things take, in our estimation, a more interesting turn in two-player battle mode. The screen divides into two troughs, with players trying to avoid their blobs reaching the top, again by linking groups of four. He who lasts longest wins the round. The opportunity for some excitement comes from creating chain reactions of exploding blocks. This is rewarded by an attack pod, punted across to your opponent to cause some distress

COMMENT



MARCUS

The little penguin's my favourite. And the squirelly thing that waddles along the bottom of the screen. He's good. Anyway, as cute as all these little fellows are, you don't expect to shell out your hard-earned to watch a cartoon. You expect to play a game. And there ain't much of a game here. This is a fairly amusing spin on Tetris, offering more mobility to the tumbling pieces and extra twists like 'wildcard' blocks. In fact, it's an entertaining combination between Tetris and my old childhood favourite Connect 4. But this doesn't even begin to update or adapt either to a standard worthy of the Saturn's capabilities. Cute penguin though.

GRAPHICS — 68

▲ Very Japanese, and amusing.

▼ But they are mostly cack.

ANIMATION — 47

▲ What there is is quite nice.

▼ Little else but beans in a downward motion.

MUSIC — 64

▲ That jolly bouncing stuff used by Tetris games and torturers. Very apt.

EFFECTS — 49

▲ The mass popping frenzy that greets your demise is curiously satisfying.

PLAYABILITY — 65

▲ Two-player mode is alright.

▼ The single game is tedious.

LASTABILITY — 42

▼ Might hold your eye until something (anything!) resembling Tetris appears.

OVERALL

Thumbs up for the Hebereke characters. Thumbs down for the lack of depth in Popoon.

47



BY	SEGA
RELEASE	NOVEMBER
PRICE	TBA
GAME TYPE	SHOOT 'EM UP
PLAYERS	1
MEG	24

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
PASSWORD

SKILL LEVELS
1

RESPONSIVENESS
GOOD

ORIGIN

Created by Novotrade, Kolibri resembles their previous hit Ecco the Dolphin in the weird scenario stakes.

GAME AIM

Free the captive hummingbird and blast the nefarious insects on manifold scrolling levels.

BEAT THIS

SAVANNAH

Hummingbirds are possessed of many interesting traits and abilities. They have brightly-coloured wings, they like to sup the sweet nectar of flowers with their long tongues and they can feed on the wing in graceful hover, by virtue of their incredibly fast wing motions. Unfortunately, lasers, smart bombs and energy shields have they none. This probably explains why no other hummingbird shoot 'em ups exist on any format. No other than Kolibri, that is. Novotrade, the developer who brought you the epic Ecco (one and two), have added these powers to the hummingbird's existing armoury. Then they constructed a large forest-based blastathon to put the strangely-monikered bird through its paces. The result is Kolibri, a game that proves the 32X dares to tread in areas of gaming that no-one else can be bothered to reach.

SPAWN OF EVIL

Kolibri has some natural predators who are too large to tackle and are untroubled by his firepower. Fortunately these amphibious forms – frogs and lizards – don't pursue the brave bird, but their probing tongues have a sticky and deadly kiss!









ANTI-CRYSTAL

Strange crystal formations, like the mystic shards in Ecco, provide ways to turn Kolibri from a lame duck to a bird of prey. Each globe produces a different firing effect, and picking successive globes of the same type enhances the weapon. Other one-off powers, like shields and smart bombs, are located separately.



Standard attack.



Homing attack.



Ripple attack.



Scatter mortar attack.



Laser attack.



Ricochet.



Smart bomb in action.

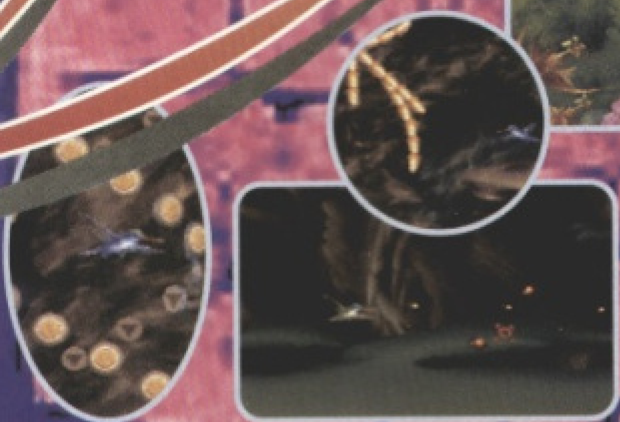


Fire.









COMMENT



MARCUS

I never enjoyed Ecco the Dolphin – the puzzles had me baffled, the controls wound me up and the music sent me to sleep. As soon as I started playing Kolibri I was overcome with a strange sense of deja vu. Kolibri shares much the same feel as his seaborne predecessor, although he's thankfully not quite such a dedicated pacifist. The hassle of simply keeping your firebreathing hummingbird airborne and alive is comparable to the hassle of maintaining Ecco's air supply. It's a drag, and it detracts from what is otherwise a fairly engaging game.
Kolibri's real strengths are its beautiful graphics, smooth parallax and intricately drawn hordes of hovering enemies. Unfortunately, the whole affair is just a bit too well mannered, and ultimately frustrates in all the wrong ways and places.

IN AND OUT DA DUSTY BLUEBELLS

In Kolibri's countryside, flowers figure largely. They can be nice – like the pretty blooms in a vase; or vile – like the insect-guzzling Venus Fly Trap. The nice ones burst into life when you clear them of their waspish marauders, but you must be on your guard from the innocent looking flowers that suck you off to your doom!



Kolibri once more swings into heated frenzies of mindless slaughter. Not.



'You do as I say and this won't go off.' Justice – hummingbird style.

COMMENT



GUS

Kolibri stands out as a particularly charming game in the visual stakes. A Michelle Pfeiffer of console games that promises much but never quite gets its kit off, with few climaxes across its clutch of levels. There's a constant, steep level of challenge and a steady flow of airborne enemies, with new varieties steadily introduced to maintain the interest level. And interest is maintained, just about, as you try and get the right power-up to suit the right set of enemies, and try to negotiate each tight bend and cavern. But I felt the game lacked a little something, and my best guess is that as so many of the weapons are aimed automatically, most of what you are expected to do is avoid the enemies' fire. That's not quite as much fun as killing your own, so Kolibri is played more defensively than aggressively. Nice game, though.

GRAPHICS — 89

▲ Superb rustic backdrops, utilising the subtleties of the 32X pallette at last.

ANIMATION — 76

▼ The motion of Kolibri himself is disappointing in contrast with Ecco. Static enemies like frogs look a bit tacky.

MUSIC — 78

▲ Good range of music for each level.
▼ The sedate pace of the score doesn't aid the game's appeal.

EFFECTS — 73

▲ Neither particularly good nor poor, the effects are definitely fit for a shoot 'em up.

PLAYABILITY — 85

▲ Novotrade's stock-in-trade; a good control 'feel' is much in evidence. Good weapons and introductory levels.

LASTABILITY — 82

▲ Loads of levels, and a generous unlimited tries password system.
▼ Repetitive ultimately, Kolibri fails to produce dramatic moments.

OVERALL

Few shoot 'em ups can match the depth of the well-tailored Kolibri, but few pulses will rise playing it.

83



BY: SEGA

RELEASE: NOVEMBER

PRICE: £29.99

GAME TYPE: ADVENTURE

1 PLAYERS

4 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
WELL 'ARD

CONTINUES
PASSWORD

SKILL LEVELS
3

RESPONSIVENESS
EXCELLENT

ORIGIN

A unique (for the Game Gear) isometric puzzle adventure type thing.

GAME AIM

Escape from evil wrong-doers through twenty levels of mayhem.

BEAT THIS

SECOND CANAL STAGE.

What's going down at Sega? They more or less completely ignore the Game Gear for months on end, then all of a sudden they start to release top games by the bucketload. Oh, and Sonic Labyrinth. (Cue that crappy, patronising music that Simon Bates used to play on his radio programme when reading out sad stories.) Could this be the machine going out with a bang? The end of Game Gear as we know it? Our little black box of tricks is nearing the end of the road. Let us all seek harmony and comfort as (Enough! We get the picture – Gus). Or maybe they just decided to release a few more games than usual? So many questions and so few answers. But, despite these teasers, one thing remains: the games. The lastest gem to roll off the Sega bandwagon is Arena.

The game itself has been in development for eighteen months or so, with Sega making sure that everything is as polished as could be. We are promised twenty levels of "amazing isometric graphics," and a multitude of "weapons and enemies." But does it deliver the goods? Only we have the answers.



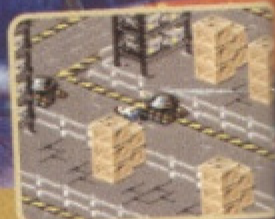






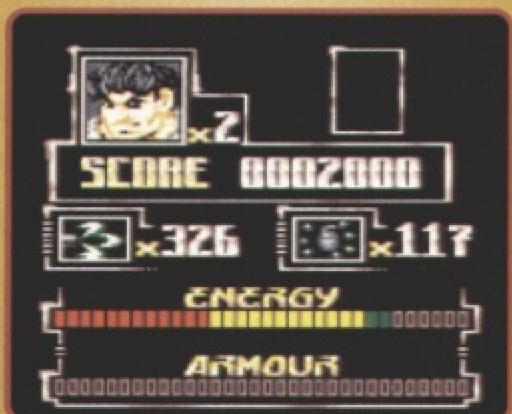






Don't move or I'll shoot!

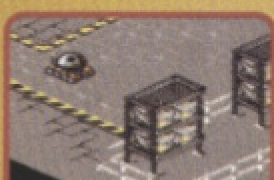
The further you get into the game the more weapons become available. You start with a standard gun and a knife but by collecting the relevant icons your weapons will upgrade. Also on offer are 3-way laser, single laser, grenades/dynamite and a mega powerful bazooka type gun.





Level best.

You start the game in an old abandoned warehouse crawling with baddies. Then you move on to sewers, chemical plants, caverns and even a tube station. There are the usual array of baddies to accompany each level with standard robot men inhabiting the warehouses and slime monsters oozing around the sewer levels, but you knew that already, right?







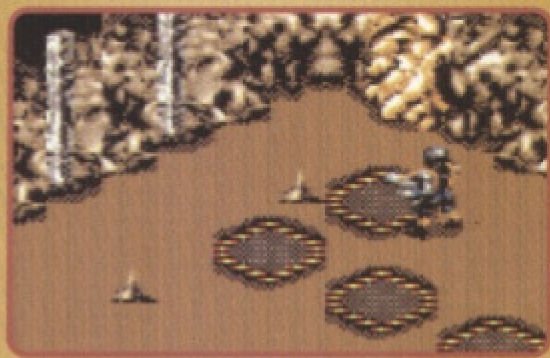






Secret times are ahead

By the time you get to the cavern level, you should be in the posession of some dynamite (hit button 2 to check). Around the aforementioned stage, certain sections of the wall will be a pink colour. Chuck some dynamite at them and, lo and behold, secret doors appear. There are a couple of bonus rooms, but you cannot finish the level without destroying a certain part of one wall. Keep 'em peeled.







Weapon Central

During the game if you press start, a screen will pop up informing you of your energy, armour levels, lives, and score. But most importantly is the ability to change your current weapon. By simply hitting left or right you will cycle through all the weapons currently at your disposal. Once you have selected the desired gun, simply resume the game.

COMMENT



STEVE

I was looking forward to doing some really big games this month so when I was given Arena, I have to admit I thought it would be another pile of Game Gear rubbish. But wait! This is a top game and make no mistake about it. The isometric view is awesome and really works well despite being on such a small screen, and the standard of the graphics is high which complement it as well. The baddies are a bit static really, but that is only a minor gripe. I also really enjoyed doing the puzzles and trying to work out which switch opened which door. This is one of the few Game Gear titles that I want to come back and play. Excellent Stuff.

COMMENT



MARCUS

Die Hard – With a Game Gear. If you've ever wanted to demolish warehouses teeming with terrorists then your chance has come. This is one of the most impressive, and broad, games I've ever seen on this format, with a well balanced mix of strategy and action. A wide variety of weaponry and scenarios make up for some rather predictable and docile baddies, and none of the puzzles are beyond a bit of lateral thinking.

The most surprising thing about this absorbing title is that it was originally conceived for the Megadrive, before development was switched to the Game Gear. Quite why is anyone's guess, but this is one occasion where Game Gear owners get the best deal. Highly recommended.

GRAPHICS — 91

▲ Brilliant to look at, they really help to add to the feeling of the game.

ANIMATION — 83

▲ What there is works well...
▼ ... but there isn't really enough.

MUSIC — 88

▲ I really like the tunes. They don't get repetitive which is no bad thing.

EFFECTS — 84

▲ Some neat gun sounds and explosions.

PLAYABILITY — 93

▲ Frightfully addictive. You just can't put it down.

LASTABILITY — 91

▲ With twenty massive levels, need we say more?

OVERALL — 92

A thoroughly entertaining blast from start to finish. Invest in it now!

POWER RANGERS

RELEASE: ....OCTOBER	MEG:.............................. 4
PLAYERS:......................1-2	PRICE:.......................£29.99
BY: ....SEGA	GAME TYPE:.BEAT 'EM UP

GRAPHICS	76	The presentation screens are quite well done.
EFFECTS	67	Again nothing special.
ANIMATION	69	A few frames of note but not much.
PLAYABILITY	75	OK to start with. Gets boring quickly though.
MUSIC	80	Not bad Rangery type sounds.
LASTABILITY	72	A very put-down-able game.
OVERALL	70	Not really any good – just gets too repetitive.

OK. Power Rangers. Not exactly the best programme in the world is it? And now they've gone and made a film about it as well. Poncy actors dress in tight-fitting costumes bash the hell out of puppets from Jim Henson's Creature Workshop. Great fun. Not that I've seen it or anything, oh no. Ahem! Well despite a minor flaw – it's crap – Sega feel it is an ideal concept to make a game out of and that is exactly what they have done. Onward Rangers!

There are three types of game on this cart. One is the standard versus beat 'em up option a la Streetfighter, and the other is the story mode in which you fight the characters from the film in roughly the same order they appear in. The third option is the Link mode in which you and a mate can play each other by using two handhelds, although if you both own a copy of this you probably only have one chum anyway.





GO, GO, POWER RANGERS!

All the different Rangers are in the game, even the newest White Ranger (woo!). What this means is that there are many different moves for you to see with each character. And every time you beat one of the bosses he comes back and you fight him as Megazord. In case you don't know, he's the sum of their combined powers. So you did know after all eh? Secrets out, saddo. Some of the characters you fight along the way include Goldar, Beam Caster and Hornitron (ahem).

COMMENT



STEVE

At first I was quite enjoying this game. Working out the moves and such like was quite entertaining, but as the novelty wore off I soon became frustrated with the repetitiveness. I also didn't like the fact that all the moves are the same for each character: If you do a fireball with button 1 for the White Ranger it will be the same for all the Rangers. Not a good idea at all. The Mortal Kombat series, in comparison, is much better than this simply because of the variety of DIFFERENT moves available for each character. Because these fighters don't have many moves at their disposal this is definitely for die hard fans only (which I am not before you ask!).

COMMENT

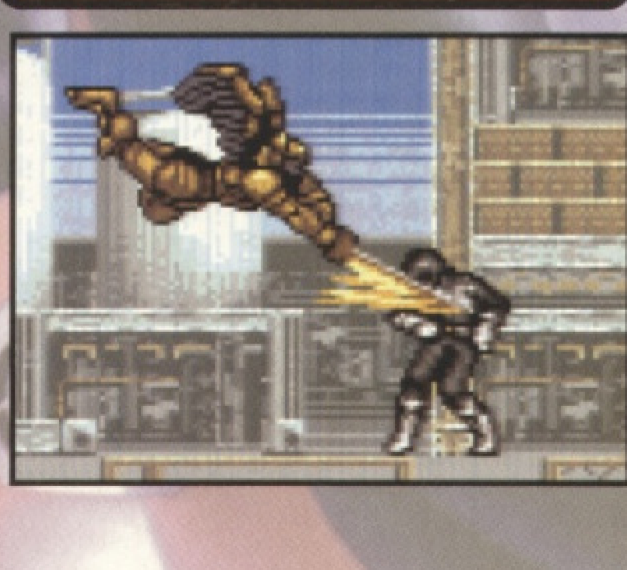


MARCUS

Now, although I haven't actually seen the Power Rangers movie, I was once unfortunate enough to catch an episode of the television series. This truly bizarre mish-mash of Japanese and American footage has a sort of B-movie banality that can be quite entertaining through its sheer tattiness. You can't enjoy games in the same way. This effort is an unoriginal punchfest, tarted up with some smart intro sequences and a bunch of kids in silly costumes. Hardly enough to lure anyone away from Mortal Kombat, and quite an expensive item for Power Rangers completists. For addicts only.







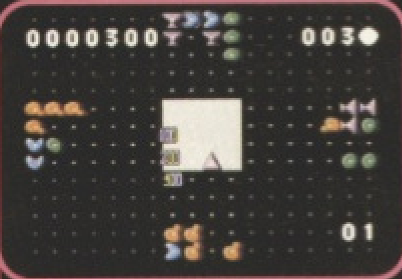
Zoop

RELEASE: ..28th NOVEMBER	MEG:..........8
PLAYERS:..........1	PRICE:..........£29.99
BY: ....VIACOM	GAME TYPE:.........PUZZLE

Category	Score	Comment
GRAPHICS	30	Did it really need to be this basic on the Megadrive?
EFFECTS	55	There's a funny bouncy noise when you shoot one of the power-up springs.
ANIMATION	51	The shooting action looks OK, but we're not exactly talking Sega Rally.
PLAYABILITY	70	There is absolutely no fundamental variation in gameplay.
MUSIC	72	A variety of bouncy tunes actually prove to be the game's highlight.
LASTABILITY	74	Not half as addictive as a game this basic needs to be.
OVERALL	63	Amusing enough, but would you pay good money for this?

Genuinely original puzzle games are curious beasts – initially difficult to come to grips with and even harder to describe. And they don't come much more curious than Zoop.

Basically, you inhabit a square at the centre of the screen which is under attack from four sides by steadily advancing objects of different sizes and colours. If any of these advancing shapes makes it inside your square then the game's over, so your job is to dart around your square's four sides firing at these marauding shapes. Of course, it's not quite that simple. While you can shoot any shape of object, you can only eliminate objects that are the same colour as your triangle – and your triangle adopts the colour of the object behind the one you're shooting. Shooting at a shape of a different colour simply means you swap colours while the advancing shape is left untouched. There. Simple. The 'action' takes place on nine geometrically backgrounds which apparently employ a "clever visual deception" called Optichallenge (TM). The result of all this is that the eye is drawn in one direction while shapes advance in two other directions. As if it wasn't hard enough already...



LEVEL 1



LEVEL 2

COMMENT

Although Zoop's gameplay can certainly become quite frantic, it somehow never engages you in the way that Lemmings and Tetris make you forget you're actually playing them. And it isn't half as addictive as either the aforementioned head-scratchers. Matters aren't helped by the fact the whole affair resembles a piece of public domain software you'd expect to find given away free on a PC mag.


MARCUS


LEVEL 9



LEVEL 3

COMMENT

I appreciate that Zoop is in the 'classic' puzzle game mode, and I don't subscribe to the view that 'graphics maketh the game'. That said, Zoop looks so atrcoious I found it hard to take it seriously. Putting a little variety into later levels, or even the presentation screens, wouldn't have hurt. The game is also simple but without the brilliance of Tetris or Lemmings. It might be okay on a Game Gear, but this is not what I bought a Megadrive for.

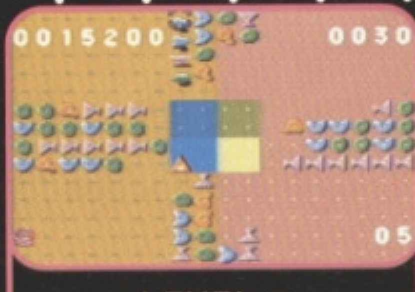

GUS



LEVEL 8



LEVEL 4



LEVEL 5



LEVEL 6

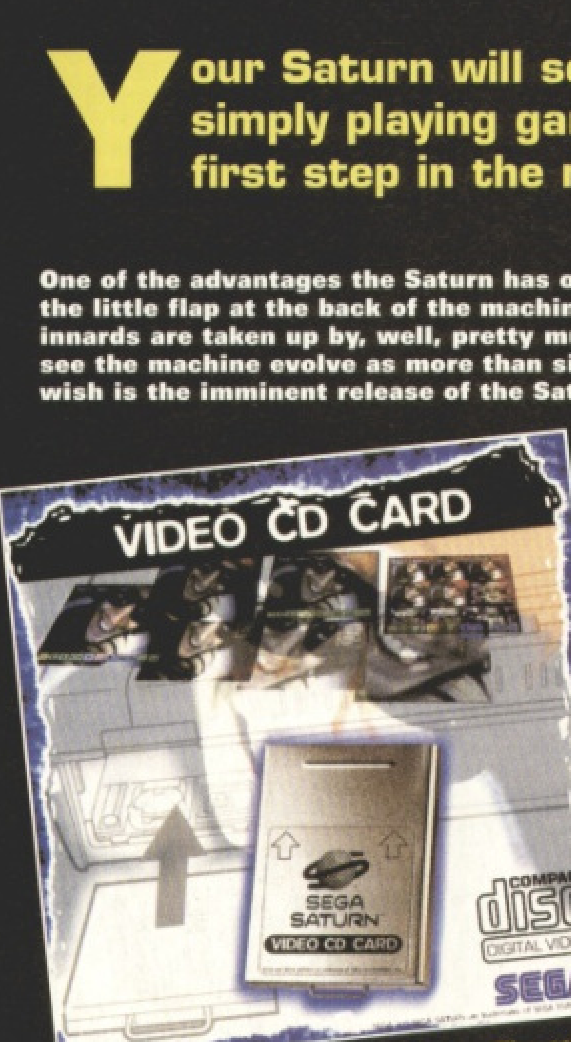


LEVEL 7

VIDEO CD

Your Saturn will soon be good for much more than simply playing games. Marcus takes a look at the first step in the machine's development...

One of the advantages the Saturn has over its 32-bit competitors is its size. Indeed, prise open the little flap at the back of the machine and you'll find that a great degree of your machine's innards are taken up by, well, pretty much nothing. The reasoning behind this is Sega's wish to see the machine evolve as more than simply a games platform. The first stage in realising this wish is the imminent release of the Saturn VideoCD Card. This little silver gizmo pops into the empty space at the back of your machine, thus making it MPEG compatible. This basically means that the Saturn, when armed with the peripheral, will be able to play back all discs bearing the VideoCD mark. Any compact discs that are encoded to the 'white book' standard (as opposed to CDi Digital Video, which is encoded to 'green book') will be fair game, which includes all bar the earliest films, music videos and documentaries enjoyed by owners of the Philips CDi system.



The little wonder in the flesh. The surprisingly compact peripheral looks like a little brief case, and sits inside the cavity at the back of your machine.



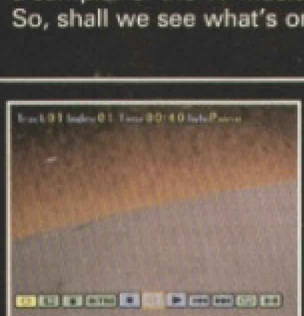
Philips first launched the format in autumn 1993, and there are currently around 250 titles on the UK market. These range from 'Four Weddings and a Funeral' (in fact, VideoCD is the only format the film is currently available on) to pervy sex 'education' documentaries.

If you're considering upgrading your Saturn, you have to decide whether VideoCD is preferable to VHS. VideoCD offers a smaller storage medium, digital sound (a definite plus for music videos or films like 'Pink Floyd – The Wall') and such amusing gimmicks as picture strobing and being able to skip to whatever section of a disc you like. On the down side, a maximum of 72 minutes of picture can be encoded to each disc, meaning films usually come on two discs. Price is also a negative factor, with films costing between £15 and £20. The area where most debate has raged, however, is picture quality. While VideoCD has distinct benefits over VHS – namely increased durability and the absence of colour blurring – some distortion during fast-moving sequences can be glimpsed on poorly encoded discs.

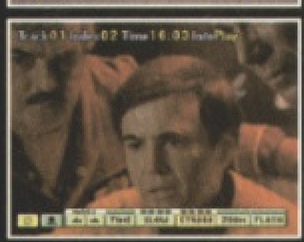
Over the coming months, we'll be helping you make up your minds with reviews of all the latest VideoCDs. In the meantime, the Saturn VideoCD card will be hitting the shops any day now at a retail price of £170. It comes bundled with a CD featuring an extended 'director's cut' of the current Saturn cinema advert and a sampler of the 17 music videos currently available in the Polygram range.

So, shall we see what's on TV tonight?

CONTROLS



The VideoCD card's basic functions are outlined on screen by pressing 'A' on the joypad. Be careful to keep the 'fast forward' button pressed down firmly – nearly every time we pressed it it had the effect of returning the disc to its intro sequence.



More sophisticated controls, displaying most of the gimmicky functions, are accessed through the basic toolbar. The only lasting use this set of functions has is the index skip facility, useful for jumping to your favourite bit of a film or favourite track on a concert.

MYSTIC MPEG

In case you were wondering what MPEG means, it stands for Motion Picture Experts Group. MPEG are basically a group of boffins who have spent the last seven years figuring out ways of compressing huge amounts of data onto compact discs. They have so far let their name to two compression standards:

MPEG1:The imaginatively named MPEG1 is the domestic standard. This compresses the picture a lot, but downgrades the standard and isn't editable. This is the format used for VideoCDs.

MPEG2:This is the professional, broadcast-quality standard. The compression ratio is resultingly lower, although the format is editable. The quality of this format is comparable to laserdisc pictures. 1997 will hopefully see MPEG4 (MPEG3 was absorbed into MPEG2) which will allow for the transmission of digital video quality pictures down telephone lines.

REEL TIME



FEATURES

Sega's VideoCD add-on allows you to fiddle about with the picture, via your joypad, in all sorts of time-wasting manners. Aside from being able to 'fast forward', 'rewind', slow down or pause the picture, you're also able to indulge in all sorts of digital jiggery pokery that doesn't come with most VHS machines.

STROBO



By selecting the strobo feature you can, unsurprisingly, strobe whatever you're watching. The function highlights a frame of action at a time over short intervals, giving you the fast-moving juddery essentials of your picture. Pretty useless on films of concerts where there's little happening (that's the first Star Trek movie and any Dire Straits gig out of the question, then) but the effect can be quite amusing on action-packed sequences. Fortunately, the novelty usually wears off before a migraine sets in.

ZOOM

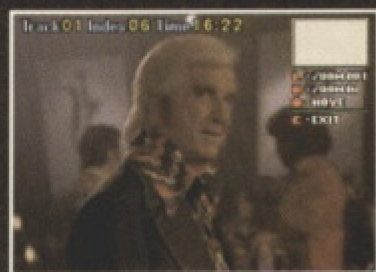
You guessed it, this allows you perform close-ups of selected areas of the picture. This sounds like quite a promising idea for certain films, but in practise everything tends to dissolve into digitised porridge upon any close examination.



1.This picture of Frank Drebin (Leslie Nielsen) in his fab 70s gear from the second Naked Gun film seems ripe for some closer examination. First, pause the picture



2. Select the zoom function.



3. With the zoom facility on screen, go in on the picture by pressing the 'right' button on the top of your joypad.



4. Frank Drebin collared. The box at the top right of the screen shows the position of your 'zoom' in relation to the rest of the screen.

VIDEOCD – THE OPTIONS

Up until now, there have only really been two options if you wanted to watch VideoCDs. Firstly, you could buy one of the machines from Philips' troubled CDi range. By the time you read this there'll be four on the market, all of which require a Digital Video cartridge to enable MPEG compatibility. Philips' DV cartridge costs around £180 on its own, and the four CDi machines currently available cost between £300 and £600 with the cartridge included.

The other option is that you fiddle about with your multimedia Mac or PC's innards and make the machine compatible. The necessary gear will probably cost around the same as Sega's VideoCD card, but you'll have to have real high end machine to make watching films at all worthwhile.

Despite the Saturn's cost, it currently looks like probably the most attractive VideoCD option around.

FLASH

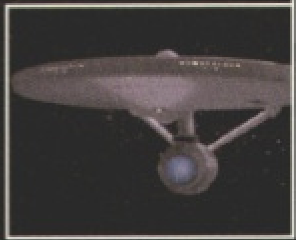
Perhaps the most impressive function, and certainly the most useless, is flash. At renewal intervals of your choosing, nine boxes strobe through the picture. It becomes easy to create Andy Warhol-style creations of such celebrities as Sharon Stone, Bugs Bunny and William Shatner. Not a function you'll stray anywhere near beyond the first week, we reckon.





VIDEO CD REVIEWS

STAR TREK THE MOTION PICTURE (1979)



Ten years after they vanished from television screens, the crew of the Enterprise returned in the first of these big screen adventures. Although this is certainly an impressive-looking film by late Seventies' standards, it retrospect Star Trek The Motion Picture is one of the weakest entries in the series. Unfamiliar additional crew-members and unflattering uniforms contribute to an atmosphere that doesn't quite capture the essence of the television series. Worse than all this, however, is the fact the film (directed by Hollywood veteran Robert Wise) is over-long and very ponderous.

Atmospheric, but poorly paced and eclipsed by nearly every Trek film that came in its wake.



Certificate 'U'
Dolby Surround
Price £17.99

STAR TREK II THE WRATH OF KHAN (1982)



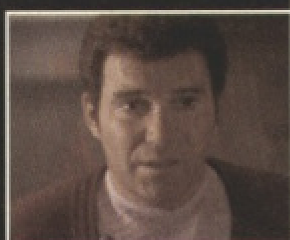
Director Nicholas Meyer rescued Trek's reputation on the first of several occasions with this scaled down sequel. A follow-up to the television episode Space Seed, over-the-top villain Ricardo Montalban returns with an impossibly fine-tuned physique and demonic charisma. Sadly, the same can't be said for certain members of the Enterprise crew. Scotty (in the form of the rapidly ballooning James Doohan) in particular seems to have undergone plastic surgery to make him look older since the first film. Despite all this, Star Trek II is cracking stuff which involves the characters in emotional conflicts which are perfectly balanced with some undeniably impressive effects work.

Less was definitely more here. One of the tightest and most involving Trek movies.



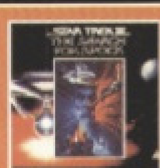
Certificate '15'
Dolby Surround
Price £17.99

STAR TREK III THE SEARCH FOR SPOCK (1984)



Although the pointy-eared one was absent from much of this film, Leonard Nimoy made his presence felt behind the scenes as director. Highlights likely to reduce Trekkers to tears include the 'rebirth' of Spock on the planet Genesis (surely no-one really thought he was dead) and the destruction of the USS Enterprise after Kirk is put in an impossible position by some typically unreasonable Klingons. As the films continued to focus more on the characters and less on their technology, this entry perhaps took the process a little too far too quickly. It now seems unfocussed and forgettable.

Good science-fiction that dares to stamp all over the Star Trek myth. Despite this, it somehow amounts to less than the sum of its parts.



Certificate 'PG'
Dolby Surround
Price £17.99

STAR TREK IV THE VOYAGE HOME (1986)



Director Leonard Nimoy's talent for comedy (he had already handled the acclaimed Three Men and a Baby) came to the fore with this, the most irreverent Star Trek movie of them all. In a plot which echoes the first Star Trek film, the crew find their journey home after The Search for Spock sidelined to 1987 San Francisco. Being forced to pass the Vulcan off as a Sixties drug casualty is one of the funniest moments in a script which never lets its heavy eco theme get in the way of a good laugh. Nicholas Meyer had a hand in the script which, although a bit sentimental, made this film the most accessible to non fans.

The gags are likely to upset die-hard Trekkers, but everyone else should appreciate the warm atmosphere and sharp pace.



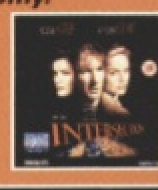
Certificate 'PG'
Dolby Surround
Digitally sourced
Hi-Fi Stereo
Price £17.99

INTERSECTION (1994)



When rich architect Richard Gere drifts apart from his wife Sharon Stone (What? Is the man mad?) he finds himself attracted to Lolita Davidovitch. We've never heard of her either, but she goes some way towards livening up this ponderous TV movie-style affair, which gets even further bogged down when Stone and Gere begin feeling guilty about the effect all this is having on their young daughter. The most striking thing about the Intersection discs are that they're the only ones we've looked at that are in the widescreen format, not that you'd know it from the packaging. Why Philips chose the widescreen treatment for this film, while they released the Star Trek films in horrible panned and scanned versions, is mystifying to say the least.
In case you're interested, Intersection is based on a 1970 French film called Les Choses de la Vie (The Things of Life). You're not. Neither were we.

Dull romantic melodrama for Gere and Stone fans only. And there are better films by both out there.



Certificate '15'
Widescreen
Dolby Surround
Price £19.99

BEVERLY HILLS COP III (1994)



By the time this was made, Eddie Murphy's career had been severely damaged by a string of flops and his box-office drawing power was fading fast. This time round, it wasn't so much in question whether he could recreate the magic of the first Beverly Hills Cop movie, but whether anyone would be watching to find out. Director John Landis actually delivers a witty and stylish film, streets ahead of Beverly Hills Cop II, which concentrates on Murphy's attempts to bust a counterfeiting ring run by the security guards in a theme park. The film's explosive climax, which takes place on the rides in Wonderland, is superb. If you get bored, however, you can always watch out for famous cameos from the likes of George Lucas, Joe Dante and Ray Harryhausen.

Eddie Murphy on top form recreating his best role. The discs are occasionally spoiled, however, poor encoding.



Certificate '15'
Dolby Surround
Digitally sourced
Price £19.99

OUT NO

Or in the case of our Streetfighter review, Out Then. But we thought we'd bring you our feelings on Streetfighter: The Movie, which is a strong enough title to sell until Chrimble. Initial marks off Acclaim, for not using the stylish Saturn packaging. You naughty rascals! Anyway, your run down of November's exciting releases, fresh from the Japanese translators bureau...

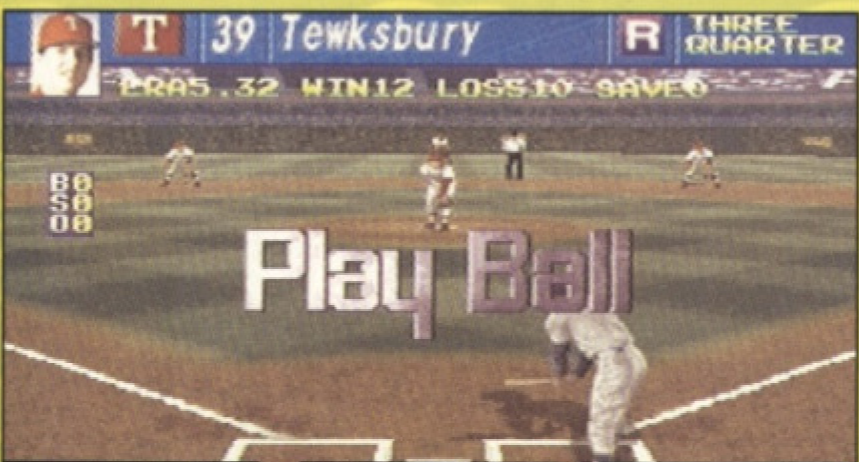


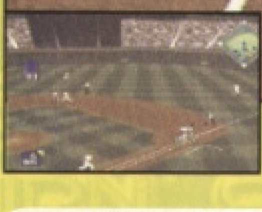
WORLD SERIES BASEBALL

£39.99

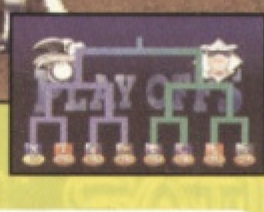
1-2 PLAYERS **SEGA**

Sega plan to satiate the huge demand for baseball games in this country (irony) with World Series, which is a tinkered version of that charming import title Greatest Nine. It's Baseball with most of the trimmings, and the main annoying feature of the Jap game — the slow, unresponsive fielders have been given a kick up the jacksi by the wonderful PAL convertors!
For your pounds you get a virtual baseball stadium perspective, all kinds of leagues and options and commentary that runs while the game is in action. It's quite easy to pick up and play for baseball, with a sensible response to your batting skills, and opposition that gives you a chance. If you are one of the weirdos that enjoy these glorified games of rounders, this is game of the month for you.









OVERALL **87**

A solid baseball game for the Saturn that handles all aspects of the sport well.

STREETFIGHTER: THE MOVIE

£50.00

1-2 PLAYERS **ACCLAIM**

AKA 'a birrova travesty'. Capcom have been making superfluous remakes of Streetfighter II for years, which have received less and less favour from the buying public. Unoriginality is only one reason not to by this game — the other is that it's crap.
Only one character is added, Captain Sawada, and several more interesting favourites have disappeared. The game uses digitised sprites that resemble the characters from the god-awful film. Althought these are fair translations, they don't look half as good as the old cartoon style. the backdrops are, however, a complete mess. Grainy, dark representations of 'scenes' from the movie, that look more limp than a week old lettuce.
Gameplay-wise the whole thing is devastatingly unremarkable and quite slow to boot. Why Acclaim, who have both X-Men and MK2 on their books shoved this out is beyond us lesser mortals.









OVERALL **54**

Snoozefighter: The game. Avoid this and get a real man's beat 'em up.

ROBOTIKA

£49.99

1 PLAYER **SEGA**

OVERALL 48

Admirable technical precision, but the gameplay would be best suited for real

The term 'robot' was actually coined by a 1920s Hungarian playwright, using a slavic word for repetitive, tedious labouring work to describe the work of mechanical devices. And what an apt title for Sega to choose for this repetitive, tedious Doom-clone, which must be the dullest game for the machine.

It's starts promisingly with a stunning intro, before plunging you into an eerie, gloomy space station. The decorative graphics are excellent, with detailed textures on the walls which doesn't stop the game running smoothly and speedily. Even the styling of your instrumentation is cool, with a rotating sight and wire-frame map.

Sadly, the game itself has a hollow heart. Level after level of flat, key-searching and droid-killing. The levels are constructed at random so that the game is never the same twice — and never enjoyable once. Random generation prevents any sort of decent game design, as the positioning of key, enemy and exit is completely arbitrary. Minor additions, like dark levels and reactor cores don't raise this from being such a depressing outing.



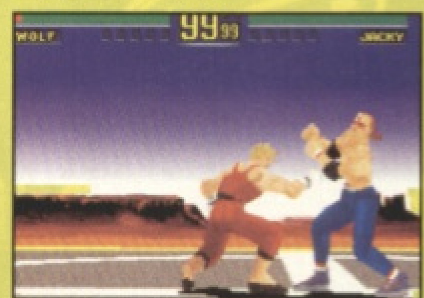
VIRTUA FIGHTER REMIX

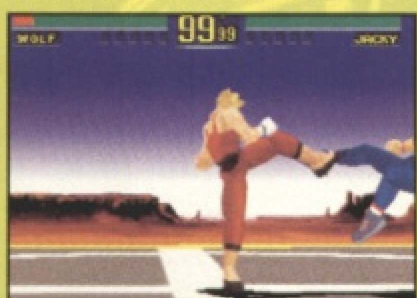
£29.99

1-2 PLAYERS **SEGA**

Virtua Fighter is the greatest console beat 'em up, and this Remix version — at a snip, tidies up some of the bits AM2, the creators, had to leave in the original. When we saw the original, we thought it a testament to the Saturn's power, but Remix goes beyond that.

In essence, all changes are cosmetic. An end to glitching and impressive new texture-mapping on all backdrops and characters. It's amazing how fresh the game looks for it. All the moves are the same as the original, but as a stop-gap before the awesome VF 2, this is quite tempting.







OVERALL 95

If you want the best version of the best beat 'em up of all, splash out on Remix.

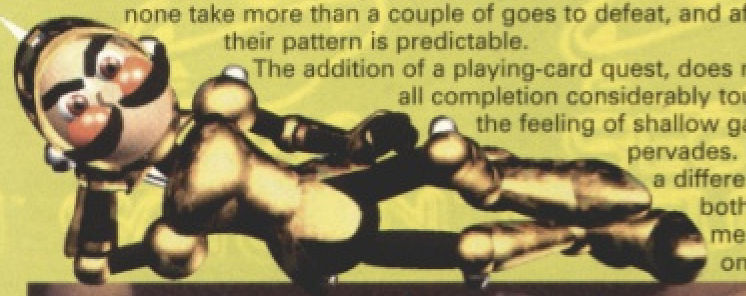
CLOCKWORK KNIGHT 2

£39.99

1 PLAYER **SEGA**

Three months after our import review, and our comments on Clockwork Knight 2 are like a re-run of our comments on the original. Basically we don't care too much for either. That's because we're not seven or eight year olds, who must think games like this are fab. It's all fancy graphics and funny characters. That's just the problem — it is all that and little else. To be fair, Clockwork Knight does have a damned sight more gameplay than Clocky 1, but still not enough in the way of thought-out challenge. The bosses are extremely impressive: especially the bathroom boss. But none take more than a couple of goes to defeat, and after that their pattern is predictable.

The addition of a playing-card quest, does make over-all completion considerably tougher, but the feeling of shallow gameplay pervades. It might be a different story if both instal-ments were on one disc.





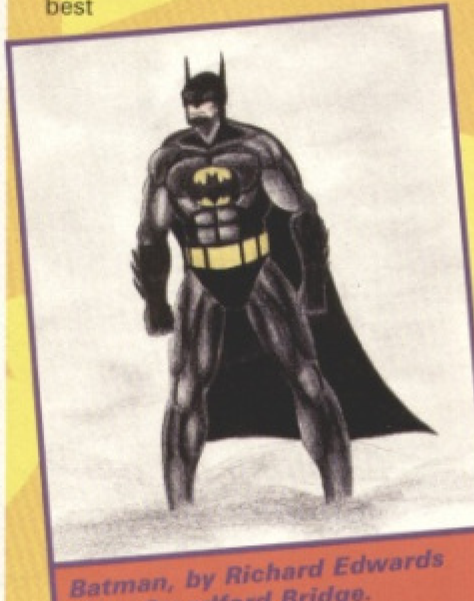
OVERALL 73

Worthy of more attention than the original game, but still party to its weaknesses. There are better platformers.

It's finally happened! All you puny and pathetic readers have succumbed to the power that is YOB. No one is daring to write letters. What's the matter? Am I too hard for you? Frightened that I might rip off your heads with my little finger, bung it through a mincer and send it to your parents in an envelope? I have suspected this for a while and can't say it's a surprise. You lot are about as useful as a spasmic sphincter. Despite this, I am willing to give you one last chance to prove you can write, before this page becomes the Margaret Shelley and Paul Keates appreciation society. Send your ornate scribblings to:YOB'S WELL 'ARD MAILBAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CHOCOLATE TEAPOT

Dear Yob
I felt I had to write and congratulate Sega on a great new machine. The Saturn! I have played Virtua Fighter on the Saturn and it's totally amazing! As is Daytona USA. I was overwhelmed by the capabilities of the machine and am getting one the first chance I get. There are a lot of people I know who are stuck for choice between a Saturn and a Playstation. Well trust me, I've played both and the Playstation is pretty cool, but it can't match the Saturn in the software department. Quite simply the Saturn is the best



Batman, by Richard Edwards from Standford Bridge.

machine I've ever played so don't waste your money on crappy Jaguars 32Xs and Playstations. Buy a Saturn and spend your money wisely.
Lee Mountford, County Durham.
YOB:Thank you Mr Arse-lick-as-much-as-I-can-in-the-hope-of-a-free Saturn. I think you want to calm down a bit before you end doing something unpleasent in your Y-fronts. I'll admit that it's a great machine, but you can't generalise by saying everything else is crap. In the meantime wait for some more titles to come out or you may start running out of clean kecks.

WATERPROOF TEABAG

Dear Yob
I am writing to tell you of my dismay over the publicity that the Sony (puke) Playstation is getting in a certain, so called Sega magazine, ie YOURS! Imagine the shock I got when I flicked through the pages of my beloved MMS (issue 36) and saw (angry tone) a leaflet publicising a potential Saturn killer, the Playstation. Although I threw it away, I am still wondering why you put it in your brilliant magazine. Was there a cash endorsement by the Sony promotional team? I am not going to call you a traitor for two reasons: 1) I believe you and your team were brain-washed by mysterious Sony freaks and 2) (which is more believable) it was put there by accident by spotty teenage freaks who work in my local Sainsbury's. I myself am a Saturn owner so you see my concern.
Also, there are a lot of biased comments in some next generation magazines, supporting the (doesn't it sound so childish) Playstation, and constantly (in my opinion) slagging off the 'inferior' Saturn, and always saying that (one track) Ridge Racer is superior to (the 3 track wonder) Daytona USA. BULL!
Jamie (Jamo) Cunningham, Luton.
YOB:I have a question for you. Have you ever heard of a full stop? You know, that small round thing that shows when a sentence has finished. Look, there's one. And another. Actually they're probably about the same size as your knob. Who cares why the leaflet was there? Nobody ever reads them anyway.

FORK IN A SUGAR BOWL

Dear Yob
I am the proud owner of a Megadrive, Mega-CD and 32X. I have heard about the 32X CD, and the 32X CD games. I am, however, confused because I do not know if this is a separate system or runs through the Mega-CD and it would be of great relief to find out about it.
P.S. Have you played 'Snatcher' on the Mega CD because I had it for my birthday and I finished it in 4 days, what do you think?
Karl Dixon, Cannock.
YOB:The 32X CD is simply the whole kaboodle. Megadrive, Mega CD and 32X in one, and the games are on CD format. It's not a separate machine. But check before you buy any of the 'games' that they are indeed what you want, otherwise you may end up a crying, blithering heap on the floor muttering to yourself about how bad the O-Zone layer is. About Snatcher, I think I had better things to do on my birthday.



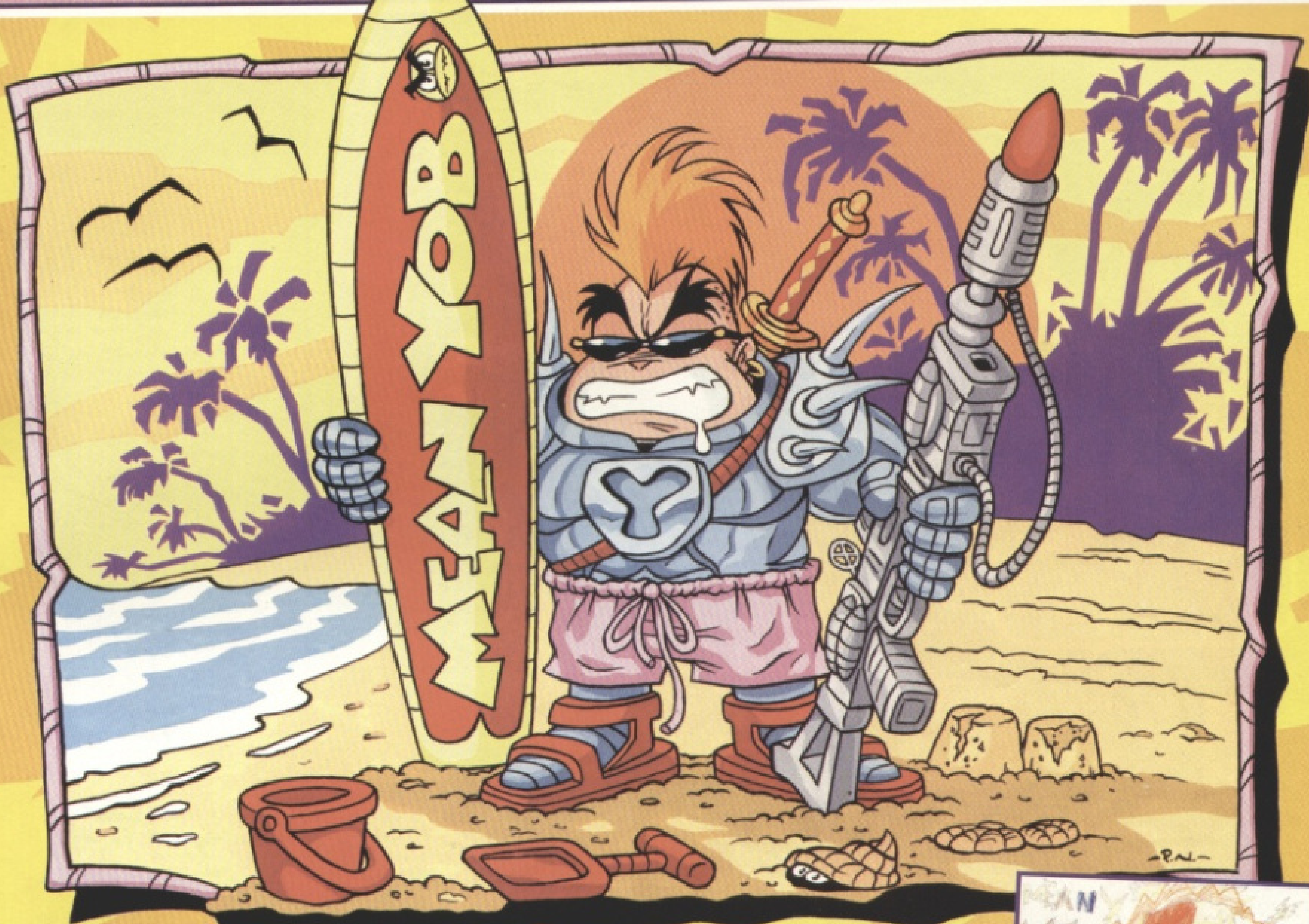
Yob is outgunned. By Owen Parry from Gloucester.

GIBBON'S ARSE

Dear Yob
You sexist pig! I am referring to your comments from issue 37, about the sad case 'boy' Keith Watson and his girlfriend who has much more sense than you. You are definitely one of the nerds and anoraks she mentioned seeing as you get paid to play games. I am not talking about the other members of Mean Machines, who I am sure are only in it for the money and have social lives, but you are sad case, who



By Aaron Lampert-Crook from Leeds.





This picture was drawn by Ian Dodd from Sea Mills, Bristol.

treats women like turds. There is no way in the world a girl should be dumped over a copy of Virtua Fighter. So if the girl in question is reading, ditch him first, and find yourself a man with a life and who doesn't wear an anorak.

Kelly Graham, Birkinhead, Liverpool

YOB:Here we go. The first of the YOB the sexist letters. If any of you girls are reading who were thinking of writing, don't bother. Haven't you got some ironing to do instead? Go and do the dishes or something, or scrub the crusty crap stains from round the toilet. In short, stop hassling me and get lost. And I *am* just in it for the money. You don't think I write this crap for fun, do you?

SOLAR POWERED TORCH

Dear Yob

Even though you have the brains of a cheese sandwich and the wit of a baboon's backside I thought I'd write to you anyway. I would like to know why your hair is so naff and why you always dribble in your pictures? Oh, and I wrote a limerick for you:

There was a young man called Mean Yob,
Who always dribbled his gob,
He had the looks of a pear,
And stupid naff hair,
With all the brains of my knob.

Not bad 'ey, hope you like it. I would hate myself forever if I didn't say that you were the most tiny and weedy thing it has ever been my misfortune to lay eyes on.

William Evans, West Hampsted, London

YOB:Ho, Ho. Very bloody funny. Must have taken you years to come up with that. Did you know that your name is an anagram of Smel a Lavi. That's probably what you do for a living – you check the cess pits of the Earth (not including your home) especially the ones at Glastonbury, and then lick them clean with your tongue. That would provide the explanation as to why you have breath that smells like the rear end of a camel, and a tongue that is so caked in cack that the Dulux dog almost put it a a can of paint called Evans Brown.

PORK CHOP IN A SYNAGOGUE

Dear Yob

I think your new look is much better, but how about changing your logo? I've had to look at that boring old title for the past two years. Time for a change lads and lasses. Anyway, that's not my reason for writing. I recall that in March when you printed my last letter you said that if a game don't get a review then it's total crap. Well I'm not to sure about this. I have recently bought F1: World Championship Edition, which I think is great (I'm an F1 nutter you see), and I would be pleased to see a review. I want to know what you think of it. Anyway, cheers and stuff. Catcha' later.

P.S Where's my extra 25p gone?



By Ian Hamilton from Scotland - Ok-Aye-The-Nooo!

(I'm talking about the cover price).

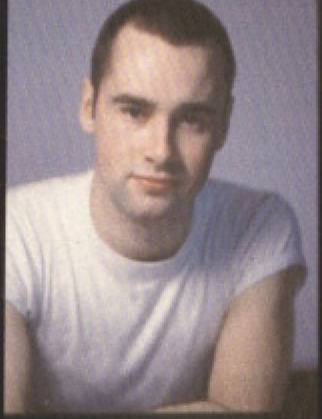
PPS Lend us £400.

Simon Welburn, Woodingdean, Brighton

YOB:F1:Championship Edition was not different enough from F1 (Non-championship Edition) to be worth reviewing. But talk about spooky. No sooner had we changed our logo, than this letter landed on my desk. And as for your 25p I could give you the usual blag about rising paper costs and inflation in general, but instead I'll tell you that it's paying for my latest home in the tropics complete with sauna and swimming pool. That's made losing it all the more worthwhile hasn't it?

Q&A

Hello, and as promised, a new more suitable pic, considering Steve is lording it with Ronnie Biggs somewhere. Actually, he occasionally comes upstairs so I can demonstrate how much better I do the job than him. Whoops, a brief slip into my complacent, arrogant character there. I'm sure you'd love to hear more about me and mine, but there's the small matter of some letters...



MOLLY SUGDEN

Dear Gus
Just a few questions for ya.
1. What happened to the Discworld game for the Saturn, as I have heard it will out on the Playstation in September?
2. In issue 36 you informed your readers about the possibility of renting a Saturn for £10 from their local Blockbuster video store. Unfortunately you neglected to mention that they would have to fork out an extra £200 deposit. Were you aware of this?
3. Will Virtua Cop on the Saturn be released with a gun, as was Lethal Enforcers when it was released on the Megadrive/ If not, how much will the gun set me back?
4. When will the Saturn mouse be released, and how much will this particular piece of merchandise cost?
Thanks -Please print this
P.R.Keates, Gosprt, Hants.

GUS:**1. Discworld was being put together by Psygnosis. Psygnosis are owned by Sony. Sony is 'busy' (ahem) with the Playstation and not on cooperative terms with Sega at present. Answer your question? 2. No, I admit I was not. The story came to me through 'contacts'. Still, it is only a deposit. You do intend to take it back, don't you?**
3. There may be a gun-pack option, but certainly a single pack will come out.
4. No definite details as yet.



MAGGIE

Dear Gus
I have a question for you. Please answer it! I just bought Red Zone and have obtained cheats that issue you with invincibilty up to mission 8. But on Mission 3, as you exit out of the small base, whose function is unknown and you are told to investigate, the game just resets. Is there a certain 'Fail Safe'in the game that stops these cheats working or have I just got hold of another duff of a game from a truly unreliable shop?
Yours most faithfully,
Andy Martin, Littleborough.

GUS:**The cheats that we printed previously — level passwords, had no such effects. See if the game does this without your cheats. Is so, it's a trip downt' shops for you lad.**

CARRIER

Oh masterful Gus,
Please print this letter because the last two I sent weren't printed. I've got a couple of questions for you (well actually about five).
1. Once the Saturn is released will Sega still make good 32X games?
2. Will there ever be a Star Wars game released for any Sega format except the Game Gear and Master System versions?



3. Please place these games in order from best to worst: Judge Dredd, Theme Park, Street Racer, Ristar and SSF 2.
4. I heard that there was going to be a Splatter House 4. Is this true because In my opinion this game should just crawl away and die?
5. My mate Arran said that Mortal Kombat 3 was going to be based on the film. Is this true or is he just talking crap?
Iain Wilson, Forgetshire.

GUS: **Well the flow of letters is so high, but we do our best. Anyway: Yes to 1. Some excellent 32X stuff in development. 2. There is Virtua Star Wars for the 32X, and Super Return of the Jedi is Game Gear bound. That's all at present.**
3. Theme Park, Street Racer, SSF 2, Judge Dredd, Ristar.
4. I think they guy who came up with that revolting idea was quickly disembowelled.
5. He is, as friends commonly are, talking pish.

LOUIS VUITTON

Dear Gus,
My name is Dale Arries and I am 14 years old. ! am the proud owner of a 16 BIT Megadrive, with 14 games, which are (he then preceeds to list every game he owns with is of no use to anyone). Could you please answer the following questions for me.
1. Is there any cheats or Action Replay codes for the Lion King?
2. Is there a game club which I could join?
3. Is General Chaos any good? My friend told me to buy that game?
4. How find Ermac in Mortal Kombat 1 and 2?
5. How do you find Sonya and Kano in Mortal Kombat 2?
6. What is the difference between a Genesis and a Megadrive?
7. Which machine is better, a SNES or Mega Drive?
Your greatest fan in South Africa,
Dale Arries, Cape Town, South Africa

GUS:**1. Probably, but I make it policy to completely ignore Action Replay stuff. 2. Keep reading MEAN MACHINES — you're part of a club. 3. Make him an ex-friend quick! The game sucks. 4. Sorry, you seem to have come over all funny. 5. By looking at the background. There on the Tsang Sung stage. 6. Genesis the American name for Megadrive. 7. Please, aren't you just three years out of date? MEGADRIVE, you pants.**

IRENE HANDL

Dear Gus
Please could you answer these questions or I'll — NO I will not fall into the sad lad gang and say "or I'll rip your head off"
1. I am thinking of getting a Saturn. Should I sell my Megadrive and save up for a bit or should I save up and keep the Megadrive? It would take longer, but I've got a lot of games for it. But on the other hand, a few months ago you (the mag) said that the Megadrive is dying.
2. I have a Megadrive 2, with 22 games (lots of new titles), everything is boxed in excellent condition. How much do you think I should ask for it if I was to sell it?
3. Will there be any Star Wars games on the Saturn like Dark Forces?
4. Does the Saturn version of Micro Machines have a construction kit?
5. Will the Saturn be any cheaper after Christmas?
6. Does playing the Saturn by scart make the picture better or is it just a different way to play from the RF cable?
Chris, Sandbach, Cheshire.

GUS:**1. WE NEVER DID! I challenge you to find a quote that said the Megadrive is dying. Look at some of the recent review scores. Comix Zone, Premier Manager, Vectorman — it'll be a hell of a Megadrive Christmas. 2. I couldn't give a toss, frankly. I don't sell hardware. It's more fun to go back in 10 years time and have a fiddle. 3. Dark Forces, or some sequel is a distinct**



possibility. 4. The Saturn version hasn't even been started. 5. I have no idea. 6. SCART is a lot better than RF. That's why Sega bundled it. Sony are crowing about handing out RF cables with the Playstation. Dead smart — 1995 machine and 1965 picture technology.



MARY WHITEHOUSE

Dear Gus,
Please could you answer my questions.
1. Will Casper be out on the Megadrive?
2. Will Ridge Racer be out on the Saturn?
3. What is the best game on the Saturn?
4. How much will the Saturn be by Christmas?
5. Can you name these games from best to worst: Panzer Dragoon, Daytona USA, Virtua Fighter Remix, Pebble Beach Golf, Clockwork Knight.
6. Will Mega CD games work on the Saturn?
Matthew Cowley, Hastings.
GUS:1. Nope. 2. Maybe. 3. Virtua Fighter or Daytona. 4. £399 is the current asking price. There is no news of any price change. 5. Hummm, I hate lists — Remix, Daytona, Panzer, Pebble, Clockwork. 6. They will most certainly not. You don't run a jaguar on lighter fuel.

GLORIA HUNNIFORD

Dear Gus
Please will you answer my questions in your ace mag that I have always been reading since the early days of Mean Machines.
1. I heard that a portable Megadrive called a Nomad is coming out in the USA. Will it come out in the UK? If yes, when?
2. I also understand that a similar device to the Super GameBoy is coming out that enables you to play GameGear games on your Megadrive. Will it come out here and when?
3. What has happened to the Man Utd. game? I haven't seena review but it's out in the shops.
4. When will Total Football be released?
5. Why don't you put all of the Saturn news, reviews and previews in a freemagazine pull out every month like CVG used to do with their handheld mag called Go!? Please print my letter, less I might be forced to stop buying Mean Machines and but and write to Sega Power.
Matthew Thomas, Wales.
GUS:1. Despite the wild claims of the unofficial riff-raff, we know of no plans for a UK Nomad release yet. 2. You know more than me, matey, I've never heard of it. 3. It may have been just a little too pants to compete with Fever Pitch or Fifa. Dumped by Ocean. 4. Looking like a dead loss too. 5. Because...Go! was crap and why bother. It's not as if you're getting any more pages. See, your little bit of blackmail worked.

CLUTCH

Dear Gus,
Please could you answer the following questions, as I think your mag is 'TOP CLASS'
1. I am thinking of getting a Saturn for Christmas. Would I be able to use my Megadrive's RF cable for the Saturn as I don't have a scart TV?
2. Why haven't Sega included a level select cheat for Sonic V Knuckles?
3. In most of my issues of Mean Machines Sega, I noticed that you leave sentences unfinished. Why is this?
4. What do you think of Red Zone as I intend getting it next due to it being £20?
5. When will we get to see some screenshots of X-perts on the Megadrive?
6. Will the Silicon Graphics in X-Perts be as good as those in Donkey Kong Country on the SNES?
7. Will there be another platform Sonic for the Meagdrive, as I have the rest and love 'em?
Paul Danyluk, Halifax.
Gus:1.No you'll have to buy one. Before the moans come about it, think — are you getting the best out of your amazing machine with cruddy picture and crappy sound. Demand a SCART TV!
2. Maybe they wanted for once, just once, that people would play through the game.
3. Really? I wasn't aware of that taking...
4. I think Red Zone was one of the best games of 1994. You'd be very wise to get it.
5. When Sega give their official mag some. Honestly, we've seen nothing.
6. I refer the right honourable gentleman to the answer I gave earlier.
7. I'd like to think so, but I have no details.
cannot. 6. It would make a cool

More lives brightened. Next month's Q&A will be just as fibre-filled as it has always been. Keep regular.

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MD GAMES for sale: Mortal kombat 2 £18, PGA 3 £20, FIFA 95 £16, Mega Bomber Man £20, SFCE £10, Super Thunderblade £3, Brian Lara's Cricket £23, NHL 93 £7, NHL 95 £18, Road Rash 3 £23, Ali Boxing £8, Sampras 95 £17, Virtua Racing £20, call Richard on 01202 513062.

MD GAMES to swap, loads, MKII, MM2, Pete Sampras, etc. Master System II, light gun, 16 games, v.g.c. 01443 835492.

MEGA DRIVE and 32X for sale with four pads and 19 games, sell for £275. Phone 01484 666411 ask for James.

MEGA DRIVE and Mega CD for sale, 4 pads (two 6-button), MS Converter, 4 way play, joystick, 24 games in total plus Action Replay, sell for £250. Call 01252 621645 (Fleet, Hants) ask for Stuart.

MEGA DRIVE and 32X for sale, 12 great games including Fever Pitch, Star Wars Arcade, Jimmy White's Snooker, 3 joypads and loads of mags. Worth £650, sell for £275. Ring James on 01482 563757.

SEGA MEGADRIVE 32X, 6 button turbo and joystick, multi player tap, 12 top games including Doom, Virtua Racing Deluxe, NBA Jam, Mortal Kombat II. Perfect condition £275 ono. Tel 01392 423952 Friday to Sunday.

WANTED - TETRIS for the Megadrive. Cash waiting, will collect. Phone 01522 514685 after 6pm.

FOR SALE 32X, includes Doom and VR, £150. 10 Megadrive games £75, Sonic 1+2, Gods, Another World, Mega-lo-mania, Thunder Force II, California Games, Fantasy Zone, Mega Games II, Altered Beast. Call 01255 677190.

BARGAIN MEGADRIVE plus 32X plus 10 of the best: Doom, MKII 32X, VR Deluxe, Metal Head, Fred Couples Quarterback Club 32X, Micro Machines 2, Theme Park, Sampras 96, Lemmings 2. 3 control pads £250 the lot. May split - call Gareth on 01480 460124.

JAP ANIME cartoons for sale, titles include Yamato, Samurai Showdown, Fatal Fury, Final Fantasy, Dragonball, Demon City Invasion and more. Bas 0181 672 3054.

SEGA MEGADRIVE, 3 pads, one 6-button. 15 cartridge game holder, 13 games including Story of Thor, Theme Park, Bomberman, Urban Strike, Streets of Rage 2, Sonic 3, etc. Worth £600, bargain at £250 - consider split. Phone after 6pm 01484 658826.

MEGA DRIVE and Mega CD with games; Thunderhawk, Baseball, Sherlock Holmes, Sol Feace, Cobra Command, Arcade Collection, all on CD and games such as Two Tribes, NHLPA 93, Sensible Soccer, Madden 94 and 9 others, all for £180. Call Maidstone 0589 169307.

MEGA DRIVE, Mega CD, Menacer gun, 1 pad, 8 MD games including Theme Park and T2 Arcade, 3 MCD games including Ground Zero Texas, 15 tip books, boxed, sell £200. Also 32X with Doom, VR Deluxe, £130. Tel Dean 378 5553 (Birmingham).

MD plus five games like Golden Axe and Eternal Champions, all boxed, also includes two 6-button pads worth £12 each. Worth £190, sell for £110 ono. Also cheap MD and MS games, all boxed. Phone 01803 323245.

MEGA DRIVE and Mega CD for sale, Menacer, arcade stick 6-button, 3-button joypad, 15 games including Mortal Kombat 2, FIFA 95. 6 Mega CD games including Night Trap. Will sell for £350. Ring Martin (016487) 51653, Co. Tyrone, Northern Ireland, only after 6pm on weekdays.

FOR SALE Megadrive, Mega CD, Mega 32X, all boxed with instructions with lots of games and two 6-button joypads, Action Replay cart and books, £495 ono. Tel 01733 891330.

SELLING MEGADRIVE, Mega CD, 32X, with two joypads, 18 games including FIFA 95, Micro 2, Sonic 3, Doom, Sonic CD, SFII SCE. Contact Usman 0131 556 6657. Buyer must collect (Edinburgh). Worth over £1500, sell for £650-£500. Hurry to avoid disappointment. All boxed except Megadrive, month old.

MEGADRIVE games for sale!!! FIFA 95 and Micro 2 £25 and Sonic 3 £20, all games like new. Simon - 01932 882321.

32X, MEGADRIVE with Metal Head, Star Wars, two joypads plus one 6-button, 3 Megadrive games inc. FIFA, £200. Call Tim (Birmingham) 471 2378.

AMERICAN MEGADRIVE and American Mega CD plus 2 Arcade Power Sticks and 5 games: FIFA 95, NBA Jam, Landstalker and Final Fight CD. Good condition, fully boxed, £200. Phone David 0181 459 4152 after 5pm.

MEGA DRIVE, 2 years old, dust cover which holds Megadrive and games pads, 3 joypads, 1 programme pad, many mags, 31 games including MK2, SF2SCE, FIFA. Quick sale, £325 ono. Contact Barry on 01480 414021.

MD GAMES for sale: Virtua Racing, worth £70 sell for £30. EA Hockey and J Madden £10 each. Mortal kombat, PGA 2, NHL 93, Road Rash 2 and Sonic 2 £15 each. Also cheaper games for sale. Phone 0181 783 0536.

MEGA DRIVE European Cup Soccer and Shadow of the Beast, used twice, £10 each. Call Thomas 01423 322518.

4 SALE! MD1 and MCD1 with 15 games, 10 CD, 5 MD. Includes Tomcat Alley, Sonic CD, Thunderhawk, etc, worth £650-£700, sell for £310 ono. Willing to split things and compromise. Ring 01943 463143 (Otley, W Yorks) ask for Colin.

DAYTONA USA official UK version game in top condition with instructions, £25. Phone 01926 330996.

MEGA DRIVE and games for sale, games include Cannon Fodder, Mega Bomberman, Story of Thor and Micro Machines 2. Gameboy games also for sale. If interested Phone Jon on 0181 386 1634.

FOR SALE, Sinclair +2A, lightgun, numerous games, also 6 lightgun games, £100 ono. Also for sale Atari 520STE, a few games, mouse, 2 joysticks, boxed, £200 ono. 0141 649 8912 (buyer collects).

MEGA DRIVE with 5 games £70, or swap for Game Gear with any games. Uxbridge 01895 813909.

GAME GEAR games: Mickey M, M Kombat, Fantasy Z, Krusty, Terminator, Olympic G, Axe B, £5 each!!! TV Tuner £15! Plus carry cases, AC adaptor, £7! Plus!! Battery pack £7! Game Gear £25! 5 game cart (Sonic, Monaco, Columns, Pacman, Woody P) £7! Whole lot £100!. Daniel 01883 343835.

MEGA DRIVE for sale, 18 games including SFII, VR, Sonic 2, 4 joypads, over 30 magazines, £250 ono. Phone Woody on 0121 778 6388.

LHX ATTACK Chopper with instructions, swap for Another World on Megadrive. Phone 01236 735650. Ask for Stephen.

MEGA DRIVE games for sale, £10 each: Micro Machines 2, Sonic 3, Streets of Rage 3, Ballz, Dragon, all in good condition. £5 each, Mega Games 2, Road Rash, Super Fantasy Zone, Mickey Mouses Castle of Illusion, Phone 01483 505036 ask for Daniel.

GAME GEAR, 6 games, Shinobi 2, Street of Rage 2, Wimbledon, Out Run Europa, etc. Good condition, battery pack, magnifier glass, charger, carry case, will sell for £135. Phone 0181 850 0991 or open to offers. Ring for good deal.

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LISTEN UP!

Next month MEAN MACHINES SEGA aims to bring you the most mega-gift imaginable. It's a CD: but one for every one of you to use, if you have an audio CD player.
We're planning to take the best of Saturn music and put it on a stupendous sampler, all with the cooperation of Sega. You won't need a Saturn to play it, but it might be the incentive that persuades you to get one. CD-quality sound and some excellent tracks. Planned for inclusion are Daytona USA, Virtua Fighter, Sega Rally, and Core Design are chipping in with some awesome tracks from their Blam! and Shellshock Saturn titles. It really will be unmissable.

In case that doesn't grab you, then perhaps some of this will: REVIEWS of Sega Rally and Virtua Cop. REVIEWS of Shellshock, Off-World Interceptor and Hi-Octane, Golden Axe. Previews of Tilt, Chaos Control and Street Racer Saturn. And much more... Oh, yeah, 16 pages of tips. And much more...